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PS2

HANDS ON

SSX 3

Slopestylin'!

ACTION REPLAY

MAX

Your questions answered...

EXCLUSIVE PREVIEW!

EVERQUEST

ONLINE

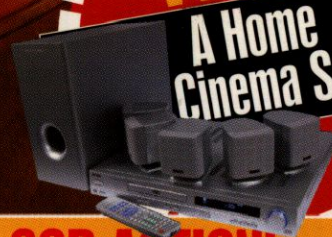
ADVENTURES

Massive Online Role-Playing

You'll never play another game like it on PS2

WIN!

A Home Cinema System



TRUE CRIME STREETS OF LA: VIOLENT COP ACTION!

PREVIEWED



COLIN MCRAE 4



NEED FOR SPEED UNDERGROUND

ISSUE 35
SEPTEMBER 2003
£3.99

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08

thine

The highly professional, instantly programmable,
unbelievably portable, surprisingly affordable
complete Home Studio System...

MUSIC3000

WITH V2M™ TECHNOLOGY

Using the revolutionary V2M™ (Voice To Music) technology you can simply create your own riff in an instant. Just sing your own tunes into the PS2 and let the software do the rest.

Song writing has never been so quick and easy, that's thanks to V2M™ technology.

STUDIO

64 music channels so you can play 64 sounds at any one time.

MEMORY

20 megabytes of memory for sounds (10 times more than MUSIC Generator 2!).

SOUND FILES

Pre-made tunes and riffs in endless supply including 6 main genres; Pop, Trance, Garage, Rap, Indie and New Metal.

SAMPLES

Professional quality samples (48kHz gives a brighter crisper studio quality sound – previous music titles operate at 44.1kHz).

USB SAMPLER

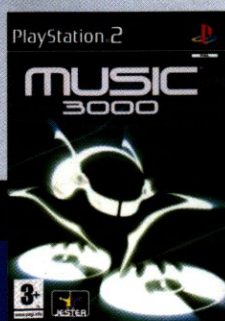
Record sounds from any source via Microphone, CD, Tape and even Vinyl!

VIDEO

Create stylish music videos with access to over 1300 DVD quality movies and stills to fit your track.

DJ SUPERMIXER

Six independent decks featuring 16 changeable tracks per deck for you to mix your own set.



Music 3000 – The Future Shape Of Sound

music3000.co.uk
uk.playstation.com

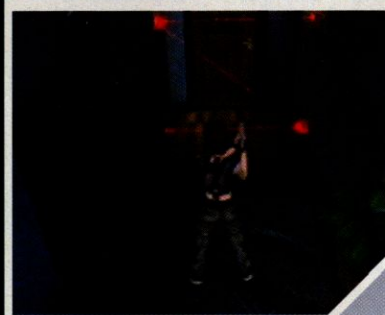
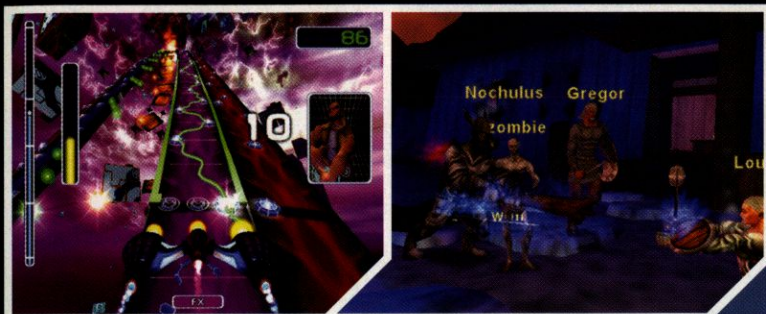
THE CREATION PLACE THE RECORDING PLACE THE THIRD PLACE

PlayStation 2



EDITOR'S WORD...

Welcome to the ultimate PlayStation2 mag!



As you read this,

I won't be here. I'll be on holiday. And why now? Well, it's the summer, stupid. But it's also because very few companies have had the decency to release any quality games in August. Now I realise there are some commercial reasons for it, as not many people buy games over the summer, but dear Lord, two decent games? Thankfully *Mace Griffin* is an absolute cracker and *Indiana Jones* isn't half bad either. If neither of those float your boat, you just HAVE to get an *EyeToy*. OK, it's not so great on your own unless you happen to be about three years old, but as a party game very little can beat it.

But to keep you busy, we've had a very close look at the groundbreaking *EverQuest Online Adventures*, which will be a whole new gaming experience for the PlayStation2. Even if you don't think it's going to be your cup of herb soup, the fact you're interested enough in your PS2 to buy a magazine means you owe it to yourself to at least read our cover feature on Page 24. *EQOA* has the potential to be something genuinely new. And God knows we need something new round these parts...

Oh, and that's us down there. With the lady who does our ironing.

Jools

PS2 EDITOR
editor@psi-2.com

Jools Boardman

Interesting Fact: Still convinced that wearing black T-shirts makes him look thinner.

Kevan Mander

Interesting Fact: Named after former West Bromwich Albion players Derek Kevan and Johnny Giles.

Ian Osborne

Interesting Fact: Just purchased some new spectacles.

Ben Keen

Interesting Fact: Allergic to cotton wool.

Debbie Vossler

Interesting Fact: Recently developed a fascination for mountains.

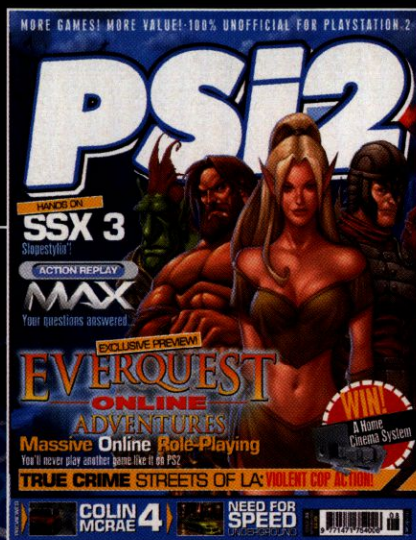
Lisa Ash

Interesting Fact: Obsessed by Viking cats.

Claire Fox

Interesting Fact: Doesn't cook. Ever.





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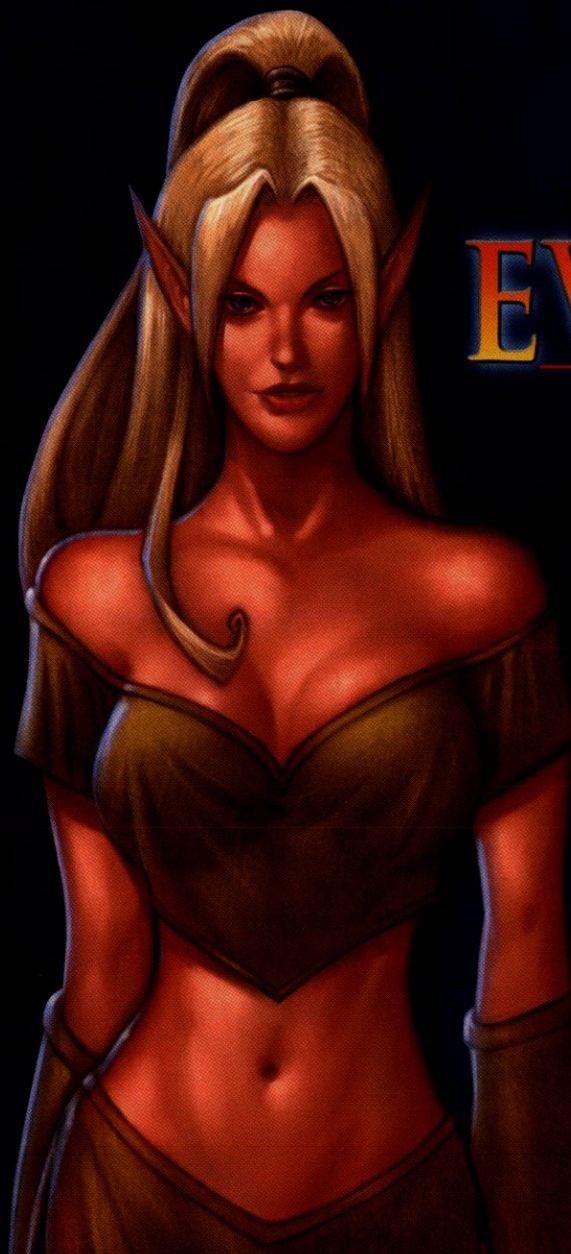
Datel has the technology, but how does it use it? Ian Osborne investigates...

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EVERQUEST
— ONLINE —
ADVENTURES

Prepare to say goodbye to your lives as the world's most successful and addictive online game comes to the PlayStation2. We give you the in-depth story!

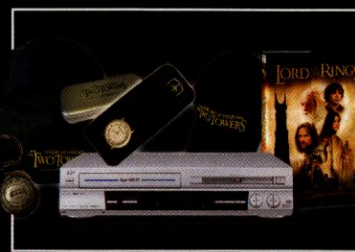


GREAT COMPETITIONS

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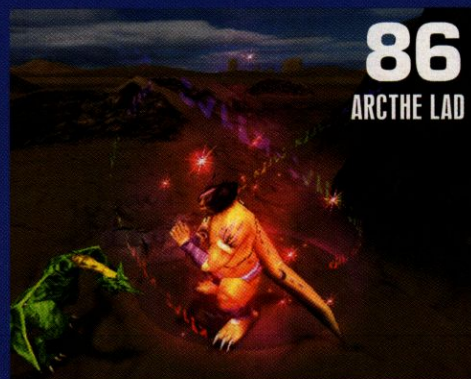
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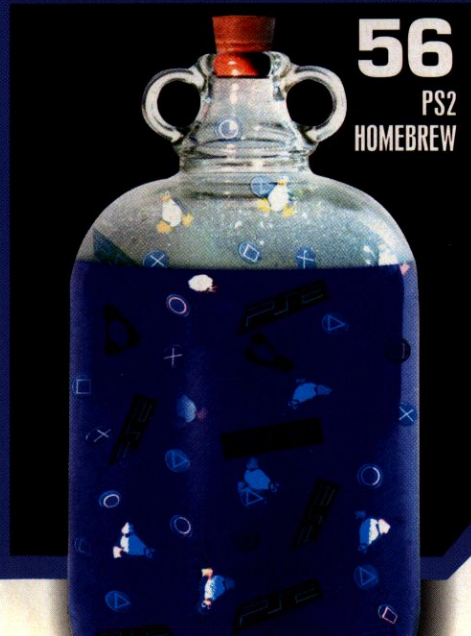
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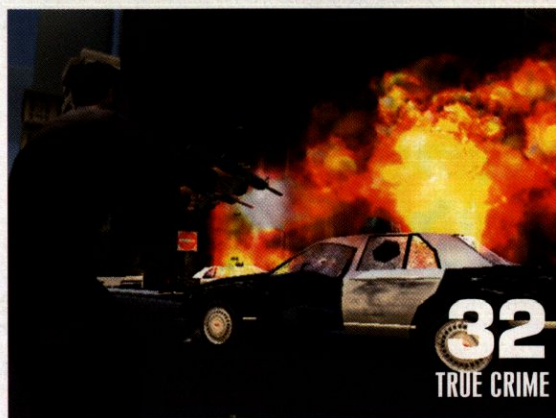
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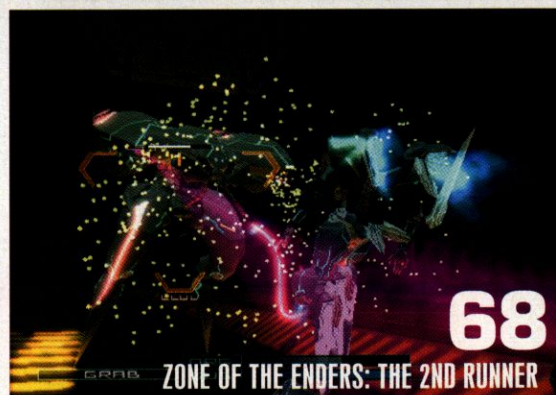
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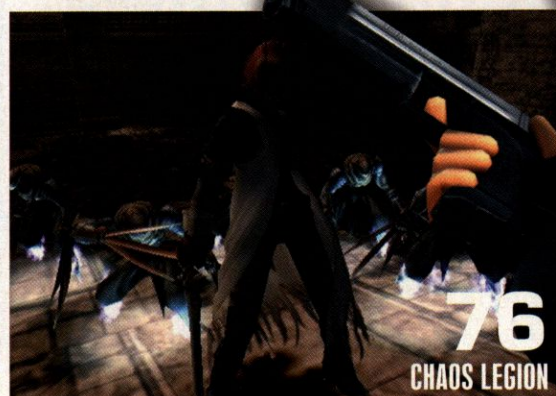
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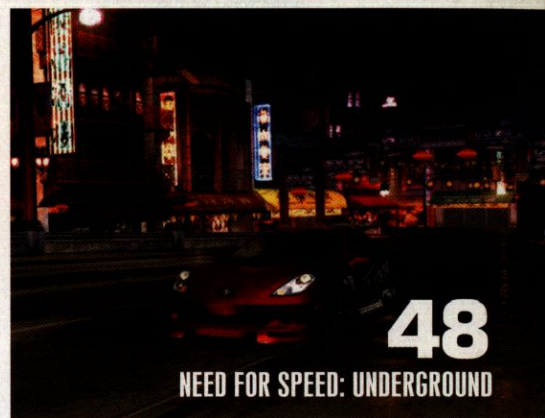
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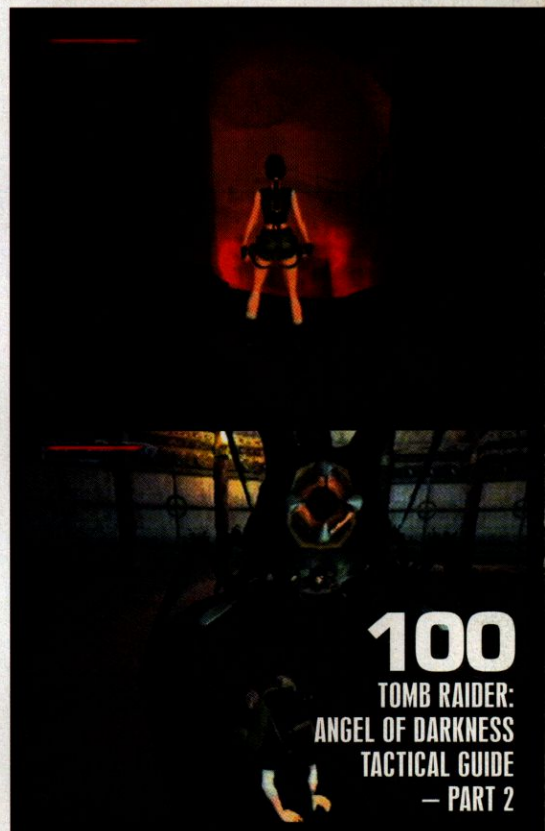
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TACTICAL GUIDE
— PART 2



ALL THE CHEATS YOU NEED – JUST LOAD 'EM AND USE 'EM!

DISC MENU

THE **ULTIMATE PACKAGE** FOR THE GAMER IN YOU **PLUS** MAKE YOUR GAMES HARDER!

PART ONE

Yet again PSi2 is the first with the best free cheat disc. You won't find these cheats on sale anywhere before us. All you have to do to use them is load the disc, select the cheat, load the game and start playing.



YOUR **FREE** ACTION REPLAY **CHEATS** CD

Congratulations, you're a winner!

How often do you read those words and think, 'yeah right, where's the catch?' But every time you buy PSi2, you really ARE a winner. Not only have you just bought the best unofficial PS2 magazine around, but with our coverdisc, you're soon beating ALL the latest PS2 games.

This month we're the first mag to proudly present playable Action Replay cheats to guide you through the tricky Tomb Raider: Angel of Darkness. And it couldn't be any easier. Just pop our disc in your PS2, activate the codes you want, and you're away.

Plus we've unearthed over a dozen new and unofficial TimeSplitters 2 levels for this month's disc - all exclusive to PSi2. Just download them to your PS2's memory card and enjoy! Why not visit www.psi-2.com for details on how to submit your own saves to us, and be in with a chance of winning really cool stuff?

If you're after loads more unofficial cheat codes for Miss Croft's latest adventure, Ultimate Cheats is in the shops now for around £15, or you can get it FREE when you subscribe to PSi2 (turn to Page 144 for details). Alternatively, Action Replay comes preloaded with a massive 15,000 codes covering nearly every PS2 game ever made. It's easy to update with new cheats for free, as often as you like (see the code pages in our Tactical section every issue).

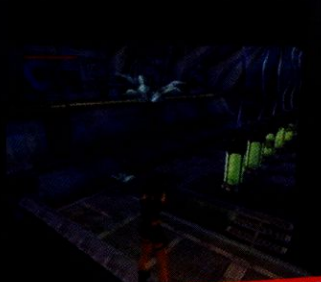
Look out for next month's exciting PSi2 coverdisc. Unlike other mags' efforts, ours is the disc you'll be turning to again and again. There'll be no more unfinished £40 games on YOUR shelves!

IMPORTANT DISC INFORMATION

If you have trouble loading your PSi2 Cheats disc, then follow these instructions. Switch on your machine and open the drawer. Place the cheat CD print side down in the tray and PRESS THE RESET BUTTON. The drawer will close and the disc will load. Simply closing the drawer will not load the disc on some PS2s. If the disc still doesn't work, press RESET again. If you still have problems, call 01753 810930 and have the model number of your PS2 handy (it's on the back).

PSi2 CHEATS

- **LARA CROFT TOMB RAIDER: ANGEL OF DARKNESS**
 - Infinite Health
 - One-Hit Kill
 - Infinite Reloads
 - Quick Run
 - Enemies Are Your Friends ▶



LARA CROFT TOMB RAIDER: ANGEL OF DARKNESS

DOWNLOADABLE GAME SAVEDS

PART TWO

TIMESPLITTERS2 LOADS OF 'EM!

Following our requests for your game saves, we've been inundated with fantastic custom maps for TimeSplitters 2! This month's disc features the best we could get our grubby hands on, including a whole load of levels generously donated by Tim Rockwell. Visit Tim's web site (<http://www.angelfire.com/games5/ts2cma/>) to download more great TS2 maps and find out how to build your own. You can email your own maps in X-Port format to editor@psi-2.com - if we include your maps on the coverdisc, you receive a brand-spanking-new Action Replay MAX on release! To find out more about X-Port, the device that lets you email PS2 game saves via a PC, visit www.codejunks.com.



- **DAZ PACK 1 BY DAZ**
INCLUDES
D-Virus – Story
Attack of the Drones – Story
Metal Gear Daz – Story
Ryan's Privates – Zones (multiplayer)

- **SS-TYRANUS BY NINJA JEDI (AKA COUNT ZERO)**
INCLUDES
SS-Tyranus – Story





HOW TO USE THE DISC PLAYABLE CHEATS

Insert the coverdisc into your PS2 and use the D-Pad to navigate the menu and select AR2 Code Engine. In that menu, select the cheat you want to use. The drawer on your PS2 opens. Take out the cheat disc and insert the game disc. Close the drawer and enjoy the game.

INCREDIBLE EXCLUSIVE CHEATS

STARKY & HUTCH

- Massive Viewer Ratings
- One-Hit Kill
- Infinite Ammo



STARKY & HUTCH

SX SUPERSTAR

- Monster Cash
- 1st Season
- Pos 1. 0 Points
- Pos 6. 999 points
- 2nd Season
- Pos 1. 0 Points
- Pos 6. 999 points



SX SUPERSTAR

DIE HARD VENDETTA

- Invincibility
- Infinite Ammo
- All Levels Unlocked
- Explosive Fists/Weapons
- Tiny Heads Squeaky Voices



DIE HARD VENDETTA

SPEED KINGS

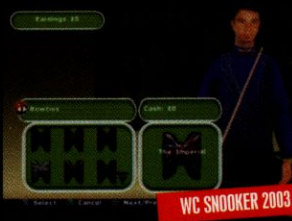
- Infinite Restarts/Credits
- Unlocks
- DeSoso 750cc etc
- Kerranga 1200 etc
- Namota IR Etc
- Namota FRi etc



SPEED KINGS

WC SNOOKER 2003

- All trick shots unlocked
- P1 Starts with 147 points
Press Select and Up
- P2 Starts with 147 points
Press Select and Right



WC SNOOKER 2003

RE DEAD AIM

- Infinite Time
(Don't use this code in the second battle with Morpheus)
- (Bruce McGovern Codes)
- Infinite Health
- Infinite Green Herb
- Infinite Herbal Medicine
- Have All weapons



RE DEAD AIM

TEKKEN 4

- Infinite Health P1
- One-Hit KO On P1
- Infinite Health P2
- One-Hit KO On P2
- Unlock All Levels



TEKKEN 4

LOTR: THE TWO TOWERS

- Infinite Health
- Max Ammo
- Better Speed
- One-Hit Kill
- Disable Monster's AI



LOTR: THE TWO TOWERS

MOH FRONTLINE

- Infinite Health
- Infinite Ammo
- Unlock All Levels
- Tracing Bullets
- Matrix Jumps



MOH FRONTLINE

Disclaimer:

We do our best to provide you with all the codes listed, but occasionally due to circumstances beyond our control, code content may be subject to change.

GAME SAVES • GAME SAVES • GAME SAVES

MISSION PACK 1 BY NINJA JEDI (AKA COUNT ZERO)

INCLUDES
VR Tower - Deathmatch and
Bag-Tag
Sky Fortress - Story
Too Tense! - Story

THE ROAD TO MEEZOR MOX. BY PSYCHO JIGGALO

INCLUDES
Level One * Story
Level Two * Story
Level Three * Story
Level Four * Capture the Bag

The Gauntlet * Capture the
Bag, Deathmatch
CRISSCROSS * Capture the
Bag, Deathmatch

THE INSTALLATION, PARTS 1 & 2 BY PSYCHO JIGGALO

Two maps in which you
must infiltrate a military
base, complete some
objectives and get out.

GAME SAVE INSTRUCTIONS

Make sure you have a memory card with a decent amount of space. Insert the PSi2 coverdisc and then select the Game Saves section from the menu. Select which game save you wish to copy from your memory card and then press X. An on-screen prompt tells you when the process is complete. When it is, switch off the machine, load your game as normal and load the appropriate game save.

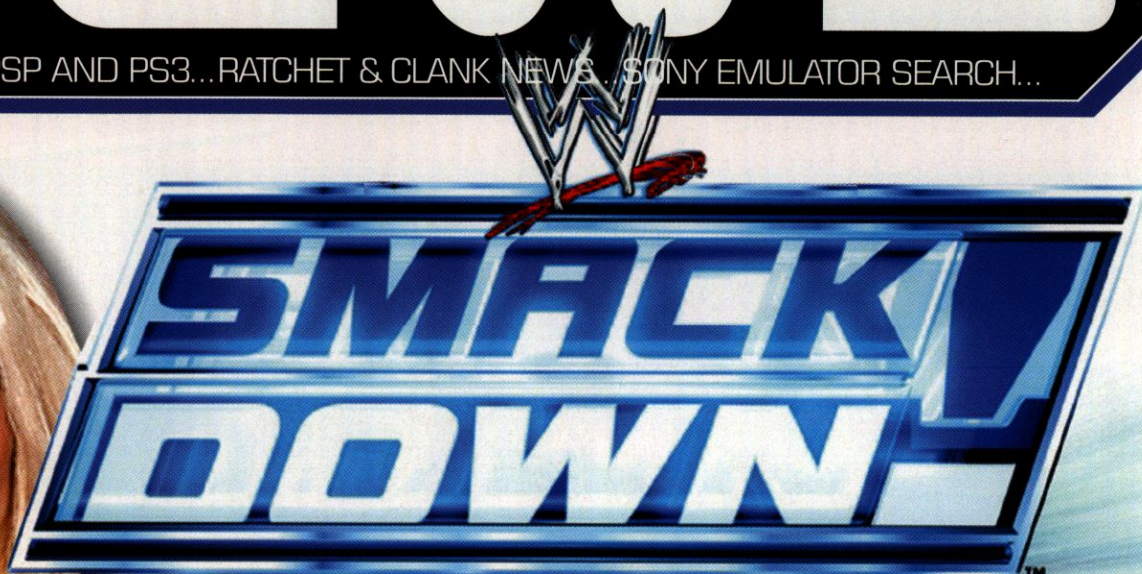
WARNING: We advise you to back up to another memory card any existing saves you may have for the game in question. PSi2 will not be held responsible for any loss of data.

**ALSO
INCLUDES
LAST MONTH'S
MISSING DEVIL
MAY CRY 2
SAVE**



NEWS

NEW DETAILS ON PSP AND PS3... RATCHET & CLANK NEWS... SONY EMULATOR SEARCH...

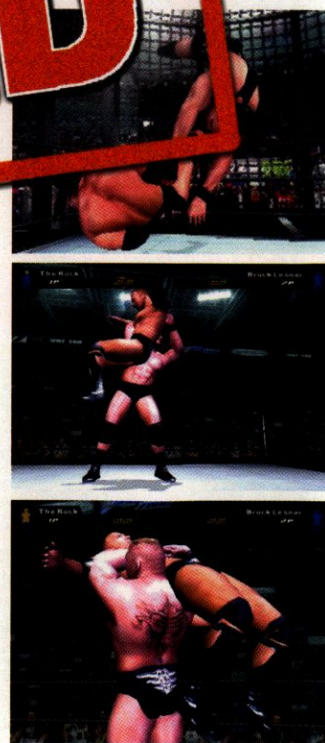


SMACKDOWN! 5 REVEALED

The world's favourite wrestling game returns for another installment this November, and PSi2 can reveal the latest details and screens. *WWE Smackdown! Here Comes the Pain* features 55 of the popular show's wrestling stars, including the likes of Brock Lesnar, Goldberg and Rey Mysterio (which may not be his real name).

Aware that some critics have suggested the series has run its course, THQ and developer Yukes has taken steps to freshen things up. As well as all-new stories to reflect the drama of the TV shows, we're promised several new gameplay features. THQ claims the new submission system, along with counter-moves and a new stamina feature, make the fighting more dynamic. It's now possible to wear down your opponent through superior strength.

The game will be released in the UK in November. More soon.



CASTLE SIEGES

ROBIN HOOD RISES FROM THE DEAD

After a lull of over two years, Cinemaware's *Robin Hood: Defender of the Crown* has resurfaced, declaring Capcom as its new publisher. *PSi2* exclusively revealed the existence of the game way back in Issue Four.

Due out this Autumn, the game allows you to play as Robin, accompanied by his merry men, experiencing sword fighting, archery, jousting, siege warfare and army battles. Here we also have latest screens on Capcom's other forthcoming releases, the psychological thriller *Glass Rose* and obscurely-titled *Gregory Horror Show*.



Robin Hood: Defender of the Crown



Glass Rose



Gregory Horror Show

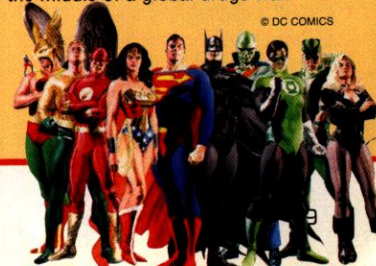


SUPERHEROES AND NARCOTICS

MIDWAY BRINGS BOTH TO YOUR PS2

Two Midway releases set for 2004 are *The Justice League* and *NARC*. *The Justice League* is based on DC's best-selling monthly comic book *The Justice League of America*. In the game, you can play as some of our favourite superheroes, including Batman, Superman, The Flash and Wonder Woman, and battle foes with your special superpowers.

NARC's a stylised third-person action/shooter remake of the 1984 arcade game, where you play as either Max Force or Hitman, two agents smack in the middle of a global drugs war.



© DC COMICS

PSP GETS WIRELESS INTERNET

WHILE NEW PDA PROMPTS SPECULATION

Sony's PlayStation Portable Device (the PSP) will feature wireless connectivity and enough processing power to allow it to run first generation PS2 games like Tekken Tag.

revealed that the PSP will have 802.11 wireless LAN and infra-red communication compatibility, meaning local multiplayer gaming is a cert.

The UMD disc that the PSP will use will transfer enough data for DVD quality movies to be shown. We can also look forward to audio that will outdo the PS2 and enough power to generate half as many polygons as the PS2, so games that didn't really push the PS2 are within the PSP's grasp.

Meanwhile Sony has launched the Clie PEG-UX50 Personal Digital Assistant, which provides clues as to what the PSP might look like. The tiny device, (pictured) shares numerous hardware features with the PSP. A PSP prototype will be revealed at E3 2004 and launched globally later that year.

Speaking at a PlayStation press event in Japan Sony head honcho Ken Kutaragi



The PSP is due for release in late-2004

PS3 FOR 2005?

CHIP SCHEDULE INSIGHTS

All the signs indicate 2005 could see the launch of the PlayStation3. Elpida, who was named as the official memory supplier earlier this year, has announced it expects full capacity production of the XDR DRAM to be achieved by 2005. While not set in concrete, this does mean that 2005 could be the earliest we see the PS3.

Latest reports also suggest the PS3 has 256Mb of XDR DRAM, which is eight times more than the 32Mb DRAM featuring in the PS2. According to Rambus, who licenses the technology to manufacturers, the memory runs at 3.2GHz and could reach a potential bandwidth of 100GB per second, which dances on the open grave of the PS2's 3.2GB per second at 800MHz.

BROWSE THE WEB WITH PS2

FORGET CENTRAL STATION

If you've fancied browsing the web with your PS2, Martyn Brook has the answer...

His website, <http://www.brookfresh.co.uk>, is designed for PS2 browsing and allows users to type in web addresses. It's already been inundated with PS2 owners taking advantage of his discovery. Martyn said, "It's had up to 12,000 visits! It's settled down to just under 3000 a day now, though, which is more than any other website I've ever done".

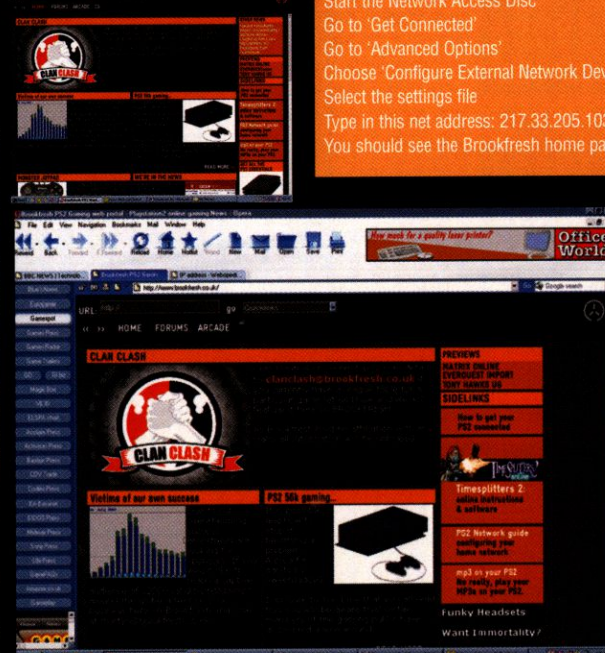
Mr Brook figured out that you could enter an IP address, a numerical code that tells computers where to look on networks, into the network adapter and link to a web address. Once at his site you can use it to access any webpage in the normal way, including www.codejunkies.com.

Should you fancy using this trick to go direct to www.codejunkies.com then you'll need the following IP address, 66.77.152.2.



INSTRUCTIONS

Start the Network Access Disc
Go to 'Get Connected'
Go to 'Advanced Options'
Choose 'Configure External Network Device'
Select the settings file
Type in this net address: 217.33.205.103
You should see the Brookfresh home page

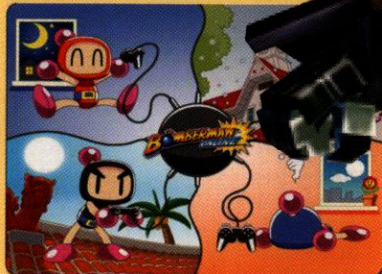


IN BRIEF

CONT

BOMBS AWAY
MORE ONLINE CAPERS?

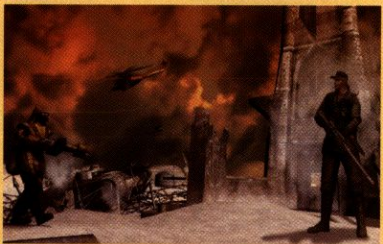
✉ We're hoping for confirmation of a UK release for Hudson's *Bomberman Online*. Out now in Japan, the game supports up to eight players online, and is compatible with the Network Adapter and Broadband unit (no HDD required). You can create your own Bomberman character to battle in ten areas, and design levels in 'Create Room', inviting players to join you.



JERRY BASHING

IRONSTORM BACK ON TRACK FOR WARTIME ACTION

✉ Following close on the heels its 2000AD shooter *Dredd Vs Death* will be *Ironstorm*, developer Rebellion's ongoing WWI action and infiltration fest. Due out in November, you can find out more at www.stormgame.com. Meantime, to mark *Dredd*'s release on PS2, 2000AD is to publish a 112-page *Dredd Vs Death* special on September 10th.



UBI EXCLUSIVE

TWO FINGERS TO XBOX



✉ Ubi Soft has confirmed that both *Beyond Good & Evil* and *Prince of Persia* will be PS2-exclusives for the whole of 2003. Although if the 'exclusivity' is anything like the *Splinter Cell* Xbox exclusivity of 2002, you can expect to see both games on other formats by, ooh, February 2004.

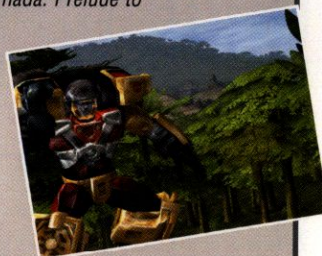
Also from Ubi Soft, reliable whispers have it that the November release *Tom Clancy's Ghost Recon: Island Thunder* will undergo a name change any day now – and some interesting online plans will be unveiled too. We'll have more juice next issue.

PLAYSTATION
ROBOT IN
DISGUISE

POPULAR TOY RANGE COMES TO PS2



✉ *Transformers Armada* is headed to the PlayStation2 in the spring of 2004, courtesy of Atari. A third-person action game, *Transformers Armada: Prelude to Energon* sees players take control of one of three Autobots as they try to free the race of Mini-cons from the clutches of the evil Megatron and the Decepticones.



Players can stomp around as a robot, or transform into vehicles and drive around at high speed. Weapons include vortex cannons, cluster rockets and homing missiles.

Transformers were originally a hit in the Eighties, with a film (featuring the talents of Orson Welles and Leonard Nimoy), toys, comics and some woeful games.



SONY EMULATION EXPERTS

POACHERS WANTED FOR GAMEKEEPER JOB

✉ Sony is looking for emulation experts for an unknown project. The speculation is that the emulation team will be responsible for software that allows PSone games to run on the PSP or PS3.

Another theory is the company could be using the software in the creation of the PSP, which would allow Sony to facilitate direct ports of its games back-catalogue onto the new handheld.

Although not confirmed, rumour has it that the PS3 will not carry hardware backward-compatibility support for the PSone, though it will certainly support PS2 games. A software solution could easily offer a cheap alternative, delivered on a PS3 CD.

It's not the first time Sony has been interested in emulators. In 1999, the company won an injunction against Connectix and its Virtual Game Station that allowed PSone games to run on Apple Macs and PCs.

AFGHAN CITY SHUTS
UP SHOPS KARMA POLICE

✉ Police shut down more than 300 videogames and movie shops in the Afghan city of Jalalabad last month, after claims they were corrupting the minds of the youth.



Complaints were made by parents and acted upon by Mohammed

Asif Qazizada, deputy governor of Nangarhar province. Parents claimed children preferred to spend time watching DVDs and playing games than going to school (well spotted - Ed). There was also concern that gambling and drinking, strictly forbidden by Islamic law, were taking place on the premises.

This is not a new experience for the owners of videogame stores; they were shut down last December by Afghanistan's Supreme Court chief judge, but reopened after shops agreed to bar under-16s.

In Thailand, authorities have banned playing online games from 10pm to 6pm to counter what the government called a 'growing addiction' amongst the country's youth.

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PS2



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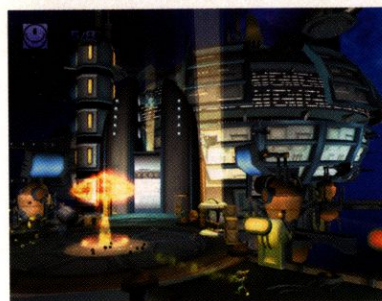
IN BRIEF CONT.

FFX-2

BONUS DVDS

MORE GOODIES IN JAPAN

Japanese gamers, who have been enjoying the delights of *Final Fantasy X-2* for some months, will soon enjoy another bonus in the shape of a series of DVDs chronicling the making of the game. Behind-the-scenes interviews, a video for a song in the game and more will be featured. No doubt you'll be able to pick one up on eBay fairly shortly. In the meantime, we'll just have to hang on for the release of the game in the UK until the 'winter'.



RATCHET & CLANK

NOW LOCKED & LOADED

PANTS BACK ON, CHAPS

The sequel to the sublime *Ratchet & Clank* has whipped off its dirty subtitle in favour of a new pair of cleaner words.

Originally called *Ratchet & Clank: Going Commando*, the game's changed its name to *Ratchet & Clank 2: Locked and Loaded*. In a peculiar twist, the name change doesn't seem to affect America, where the game's still being pitched by its original name.

We can only wonder why the European name has changed, especially since 'going commando' has the same alternate meaning in both continents (wearing no underwear under your trousers/skirt). Maybe Europeans are too prudish or too sophisticated for such a cheap gag.

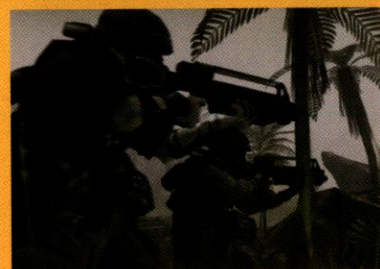
KILLZONE
CONFIRMEDFINAL
CONFIRMATION
OF INTERNET
RUMOURS

The existence of *Killzone*, the PS2 exclusive single player and online war game that has been keeping the internet busy with speculation over the last few months, has finally been confirmed by Sony.

Developed by Guerilla, formerly Lost Boys, in Amsterdam the war game will take its inspiration from "major 20th century theatres of war". The announcement release mentions the trenches of the Somme, the streets of besieged Stalingrad and the jungles of Vietnam. Sony and Guerilla say that this is "very much" an immersive experience.

Killzone will be a first-person shooter set in the near future. You'll play a soldier in a squad of four working for the ISA forces that are loyal to Earth as the human race undertakes a period of planetary expansion. A separatist faction, the Helgast has launched a massive attack on a human colony so you and your forces have to go behind enemy lines on a "suicide" mission to undermine the Helgast forces.

In the single player game you will have to remember the importance of your squad, says Sony, which suggests a tactical element and possibly the ability to give orders to them. Cryptically, Sony says that "only together can you survive the *Killzone*". Online we're hoping



for a number of game modes but the prospect of co-operative squad-based war-gaming, like the fantastically popular PC game *Counter Strike* will be tremendously exciting for most games watchers.

The game will be released exclusively on PlayStation2 in "Q3 2004" which should mean September.

MOJIB RIBBON

FUNKY, BUT NOT FOR EUROPE

Mojib Ribbon, the sequel to the bizarrely addictive rhythm action game for PSone *Vib Ribbon*, will be released in Japan in the autumn.

Created by Masaya Matsuura, also the brains behind *Parappa the Rapper*, the game uses text and music as players use their thumb dexterity to write Hiragana and Katakana (Japanese characters) on the screen while the words are rapped. Gamers can enter their own text into the game, which is converted into new challenges. *Mojib Ribbon* also makes use of the PS2's Internet connectivity, so players can swap text files.

No European release was announced (and clearly a conversion would be a huge amount of work, given that Japanese text plays a major part in the gameplay), so we're keeping our fingers crossed, but not holding our breath.

XIII GOES WEST
(AND DUCHOVNY)...

THE TRUTH IS IN YOUR UTILITY BELT

Adam West and David Duchovny are lending their voices to Ubi Soft's *XIII*.

The former Batman, who played the role back in the Sixties, lends his voice to General Carrington, who aids the amnesia-stricken *XIII*. The former Fox Mulder lend his vocal talents to the main role, and said, "*XIII* isn't like any videogame I have ever seen. It plays like a suspenseful movie with a conspiracy-ridden storyline filled with enough twists and turns to keep everyone guessing. Players are in for a lot of surprises with this game - things are never what they seem, making for good drama and a great game".

Released in October, *XIII* also features actor and musician Eve in the role of Major Jones.

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MAX IS COMING!

OUT THIS MONTH

AUG/SEPT

MACE GRIFFIN: BOUNTY HUNTER

VIVENDI

AUG 15TH

Awesome first-person shooter/space flight combo.

DEAD TO RIGHTS

NAMCO

AUG 15TH

Blood and guts action thriller.

SMASH CARS RACING

METRO 3D

AUG 22ND

Remote-control car racing.

INDIANA JONES AND THE EMPEROR'S TOMB

ACTIVISION

AUG 29TH

Great fun, and it does justice to the name.

CHAOS LEGION

CRIFCOM

SEP 5TH

Slightly disappointing hack-'n'-slash.

DARK CHRONICLE

SCEE

SEP 5TH

Engrossing RPG sequel.

RUGBY 2004

EA SPORTS

SEP 5TH

Men in mud.

JUDGE DREDD: DREDD VS DEATH

VIVENDI

SEP 12TH

Brit-owned, Brit-developed comic book action.

TRUE CRIME STREETS OF LA

ACTIVISION

SEP 19TH

Violent GTA Beater. Maybe.

CHARTS

FULL PRICE

1 EYETOY: PLAY

SCEE

2 TOMB RAIDER: AOD

Eidos

3 FORMULA ONE 2003

SCEE

4 SOCOM US NAVY SEALS

SCEE

5 ENTER THE MATRIX

Atari

6 HULK

Vivendi

7 GTA VICE CITY

Rockstar

8 JAMES BOND NIGHTFIRE

EA Games

9 STARKY & HUTCH

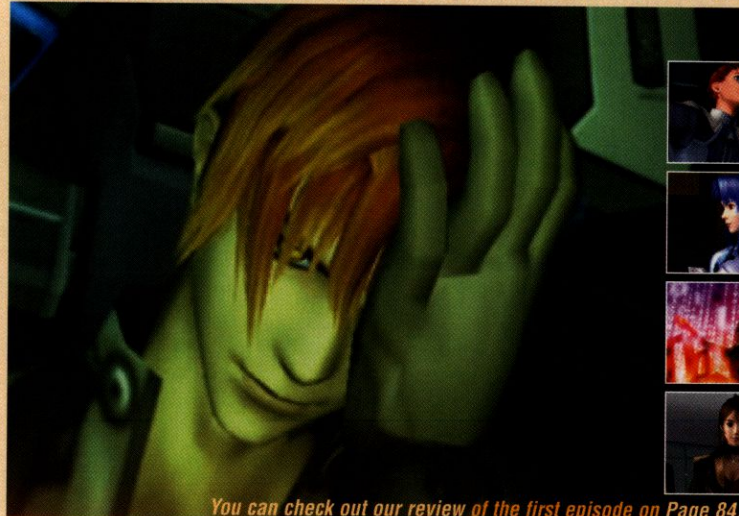
Empire

10 MIDNIGHT CLUB II

Rockstar Games

Official UK Leisure Software Charts © ELSPA
compiled by Chart-Track

XENOSAGA EPISODE II: JENSEITS VON GUT UND BOSE



You can check out our review of the first episode on Page 84.

RPG EPIC RETURNS

Details on *Xenosaga Episode II: Jenseits von Gut und Bose* (Beyond Good and Evil), the Monolith Software-developed RPG, have been released.

The game sees the return of the main characters from the first game, but with a new look to each. Shion has lost the glasses and has a more mature look, and characters have new costumes to use in the battle sections. There's also two new characters in the game, including Shion's brother.

In terms of story, the game's being kept firmly under wraps and is only half way to completion. There's still no news on a European release.

XBOX GETS VICE CITY?

BUT GTA IS A PS2-EXCLUSIVE

Is Rockstar making a version of *GTA: Vice City* for the Xbox?

The rumour mill was spinning in the direction of Rockstar and Xbox this month, after CEO Jeffrey Lapin announced Rockstar is working on an Xbox game due for release in 2004.

Of course, the first thought on the minds of gamers was seeing the superlative and seedy world of Tommy Vercetti hitting the black box.

It's generally thought the *Grand Theft Auto* series is Sony-exclusive under a contract sewn-up tighter than a football, although some suggested dropping the *Grand Theft Auto* prefix might get it out any legal wrangling.

We'll believe it when we see it.



KOEI GUNS FOR EUROPE

BATTLESHIP BROADSIDE SOON

KOEI has announced *Naval Ops: Warship Gunner* is on the horizon and heading for European seas.

Budding sailors can build their own warships, take them into battle and test their skills and weapons before hitting Davy Jones' locker.

Designed for one-player gaming, *Naval Ops* includes Survival Mode and World War II Mode as well as a range of weapons from the Forties to today's technological marvels.

The game comes with a tutorial and a warship evaluation system for players who need to find their sea legs.

Naval Ops: Warship Gunner will be docking this autumn.

VIRTUA FIGHTER 10TH ANNIVERSARY KERFUFFLE

Confusion over *Virtua Fighter's* 10th Anniversary can finally be laid to rest this month.

After some shots that had *VF4* characters fighting each other in classic 'block-tastic' *Virtua Fighter* graphics were released on the internet, rumours started flying around that this game was

a separate disc, or a hidden extra on the *VF 4 Evo* disc.

As ever, the truth is simple. If you're in Europe, you have to be lucky enough to have received a copy while purchasing a copy of *Virtua Fighter 4 Evo*. But, if you're in the US, then the game comes on the *VF 4 Evo* disc.

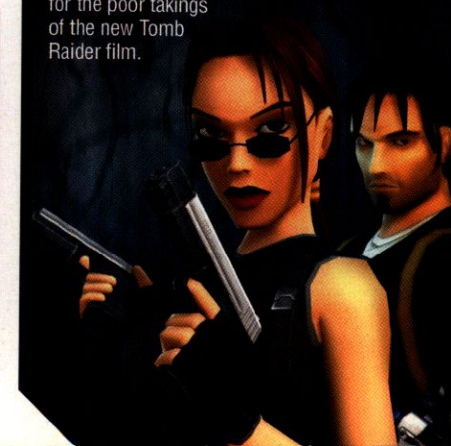
EIDOS DUMPS CORE DESIGN

US DEVELOPER TAKES OVER

In a shock move Eidos has ripped the Tomb Raider franchise from its creator Core Design.

In a financial statement released on July 30th, Eidos said that it was handing the development of the next instalment of the Tomb Raider franchise to its US studio Crystal Dynamics, most recently responsible for the well-received *Soul Reaver* series of games. Ominously the company is "evaluating" Core's place within the group, which could spell the end for the Derby-based developer. *Lara Croft Tomb Raider Angel of Darkness* launched late with bugs and missing features, garnering poor reviews although sales have been acceptable. Earlier in the month the man who founded Core Design, Jeremy Heath-Smith, stepped down from the board of both Eidos and Core Design.

Core's track record of late has been weak with none of its other recent titles such as *Project Eden* and *Herdie Gerdy* setting the charts alight. The Tomb Raider fiasco, it was originally slated to launch in November 2001, was clearly the last straw for Eidos. The US has seen Tomb Raider movie studio Paramount Pictures blame the game for the poor takings of the new Tomb Raider film.





Well, shower me with black rose petals!
It's a chance to win a copy of Capcom's
battle-mongering RPG Chaos Legion!

If sword-wielding gothic operas are your bag, you won't want to miss out on a chance to win this game. Take on the role of cloaked knight Sieg Warheit as he slashes his way to the downfall of his nemesis, Victor Delacroix.

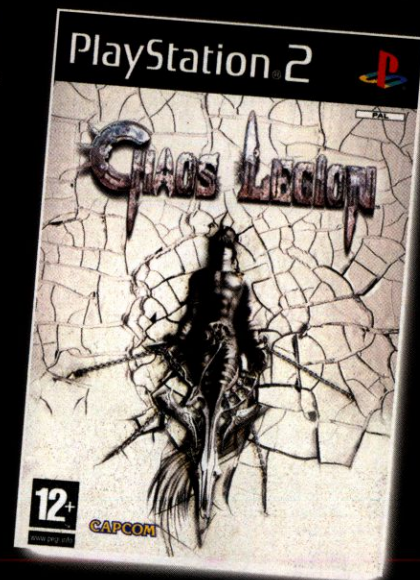
You must summon your legions to come out of this alive. *Chaos Legion* is heavily influenced by that other pearl *Devil May Cry*, with fast action and even more combat as you plough through walls of unforgiving monsters and grotesque ghoulies. For more details, turn to our review on Page 76.

Sample the action for yourself courtesy of PSi2 and Capcom. We have ten copies to give away, and all you have to do to enter is answer the following stupid question and call the competition line now.

Q: Which of the following,
isn't very Gothic?

A: Black nail polish **B:** Crucifixes **C:** A basket of kittens

Call 09064 701721



Terms and Conditions: calls cost 60p a minute. Lines open 24 hours a day. Competition open to UK residents only. Competition closes midnight 14th September.

SEVEN DAYS...

...That's how long you have to live if you dare watch *The Ring*...

This remake of international Japanese box office horror hit *RINGU* begins as just another urban legend – talk of a videotape that causes anyone who watches it to die seven days later (unlike *Pluto Nash*, which kills you on the spot). Then four teens all die exactly one week after seeing the tape, and investigative reporter Rachel Keller (Naomi Watts) decides to track it down. This utterly terrifying new film is out to own on DVD and Video from September 1st, and we can't recommend it enough!

To celebrate the release, we have a DVD player, signed poster, DVD and mouse mat to give away. Plus five runner-ups get a DVD and mouse mat.

Q: What international Japanese box office horror hit is *The Ring* remake of?

A: PINGU **B:** RINGO **C:** RINGU

If you think you know the answer, call us now on the number below and clearly leave your answer name and address.



09064 774488

Calls cost 60p a minute, so get the bill-payer's permission, and lines are open 24 hours a day. The competition closes at midnight on 20th July. Good luck! TM & © 2003 Dreamworks LLC. All Rights Reserved.



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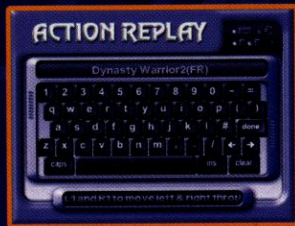
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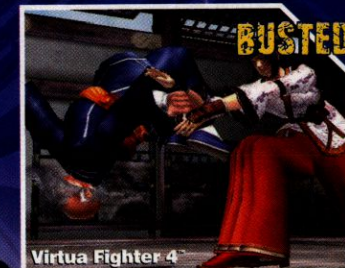
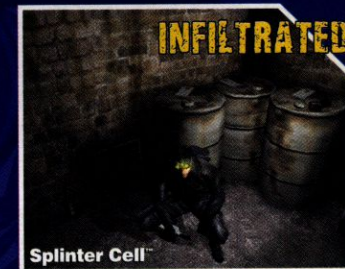
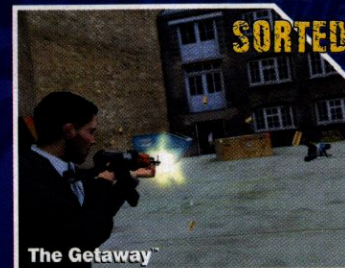
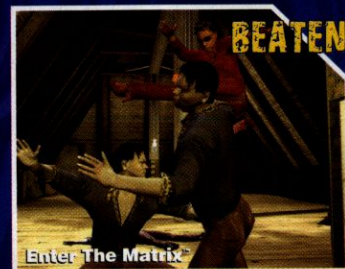
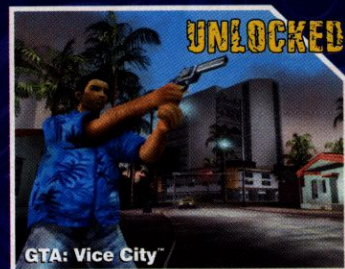
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98%
PSi2

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ONE RING TO RULE YOU ALL!

Win a JVC Video/DVD player and Two Towers goodie bags in our huge Lord Of The Rings giveaway!



The wait is nearly over! The award-winning and highly-anticipated The Lord of the Rings: The Two Towers will be available to rent or to purchase on DVD for £24.99, and VHS for £16.99 on August 26th. Similar to last year's multi-tiered platform release, the August 26th theatrical release will be followed by a distinctly different four-disc Special Extended DVD Edition on 18th November 2003.

To celebrate the release, we have some superb prizes on offer. Ten runners-up grab a Two Towers goodie bag and copy of the stunning film, and one lucky punter bags this huge JVC HR-XVS20 Combi Deck (which incorporates a DVD player and video player in one sleek beast), along with a copy of the film and a goodie bag!

To stand a chance of winning, just answer this simple question and call the number below...

Q: Who plays Gandalf the White in The Lord Of The Rings: The Two Towers?

A: Christopher Lee B: Sean Astin C: Sir Ian McKellen

09064 701721

If you think you know the answer, call us now on the number above and clearly leave your answer, name and address

THE LORD OF THE RINGS THE TWO TOWERS

THE LORD OF THE RINGS: THE TWO TOWERS WILL BE AVAILABLE TO RENT AND TO PURCHASE ON DVD FOR £24.99 AND VHS FOR £16.99 ON AUGUST 26TH. FOR MORE INFORMATION ON THE JVC HR-XVS20 COMBI DECK, SEE WWW.JVC.CO.UK

Calls cost 60p a minute so get the bill payer's permission and lines are open 24 hours a day. The competition closes at midnight on 14th September. Good luck!

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TONES

TOP 20

beyonce knowles - crazy in love
 benny benassi presents the biz - satisfaction
 wayne wonder - no letting go
 evanescence - bring me to life
 the coral - don't think you're the first
 pink ft. william orbit - feel good time
 d side - invisible
 jayvee - real things
 fast food rockers - fast food song
 xtm & dj chucky ft. annia - fly on the wings of love
 eminem - business
 r kelly - ignition
 super furry animals - golden retriever
 janes addiction - just because
 madonna - hollywood
 50 cent - 21 questions
 misteeq - can't get it back
 joe buden - pump it up
 delta goodrem - lost without you
 s club 8 - fool no more
 missy elliot - work it
 coldplay - clocks
 daniel beddingfield - i can't read you
 dani minogue - don't wanna lose this feeling
 junior senior - move your feet
 misteeq - roll on
 red hot chili peppers - universally speaking
 justin timberlake - cry me a river
 nelly - hot in here
 nelly & kelly - dilemma
 snap - rhythm is a dancer
 ja rule featuring ashanti - always on time

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TOP WALLPAPERS

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 2688766	 2688765
 2688764	 2688768
 2688762	 2688761
 2688760	 2688767

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PSi2

I AM NOT A GEEK

Dear **PSi2**

First I want to complement you on the magazine; it's brilliant!

As I understand it, stereotyping is giving someone a label or judging them on someone you've seen on TV, or on somebody you've heard of. If so, then in my school my classmates stereotype me all the time because instead of doing sports, I stay back and do computers. Not that I'm unfit, but because I don't like sports, they call me names like 'nerd' or 'geek' and draw stupid pictures of the classic cartoon computer nerd. Short pants, large glasses, sleeveless knitted sweater, etc. In a free class I was reading a copy of this very magazine when the class bully pulled it off me and made fun of me. I have good friends and I try not to let the other pupils' actions upset me, but I just think it is unfair to pick on somebody because they would rather play computer games than play sports. Is it fair to pick on someone because of his hobby?

Niamh, Ireland

Rise above it, Niamh. Class bullies usually single someone out to cover up their own personal inadequacies anyway. If it's a lad, he more than likely has a hairless, tiny tadger.

Q&A

Dear **PSi2**

I'm a big PS2 fan and I own *The Getaway*. I think it's a brilliant game with a good storyline and gameplay, but why is it so underrated? I think people are wrong saying it's repetitive.

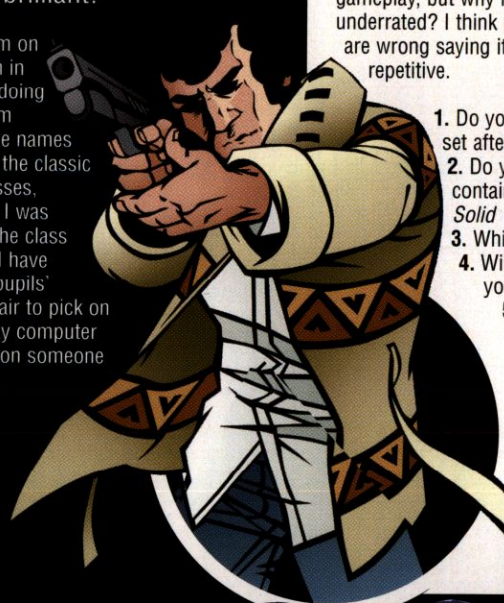


1. Do you know if the next *Getaway* will be set after the Sol Vita incident or before?
2. Do you think *Metal Gear Solid 3* will contain alternate endings like *Metal Gear Solid 1*?
3. Which do you prefer, *PES* or *FIFA*?
4. Will there be a light gun game that you can play with your friends?
5. Can I have the star prize, because your mag is the best?

Jesse Riley, Grimsby

1. It's guesswork at the moment, but we say after.
2. Yes.
3. FIFA
4. Starsky & Hutch
5. No.

STAR LETTER! STAR LETTER! STAR LETTER! STAR LETTER!



OUR STAR LETTER THIS MONTH WINS ALL THIS STUFF AND A LOVELY CHICKEN CHEQUE TO DEVOUR KFC CHICKEN AND SCRUMMY AVALANCHE ICE CREAM TOO! Plus, they also win an Action Replay V2 and Guirilla Console Bag! This could be you! **Send a letter and next month you could walk off with KFC cheques and gifts galore!**

Get Online

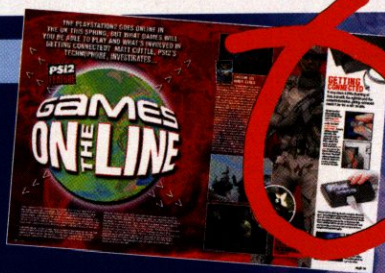
Dear PSi2

To start off, this is the best computer magazine I've ever read, so keep up the good work. There's something I really want to know. Do you need a PC to have broadband, 'cause all I want it for is to play online with my PS2. My PC doesn't have the right stuff for it, but I don't want to spend money upgrading it if I'm never going to use it. So could you help me out?

Cheers,
Nathan Darch

P.S. Do you know if you're joined by anyone else in Final Fantasy X-2 or are you just Yuna, Rikku and Payne?

No, you don't need a PC to have broadband. Look at the 'Getting Connected' section of our special online feature back in Issue 28 for a step by step guide on what to do next. In FFX-2, during battle you're limited to the three party members only.



Loony

Dear PSi2

Why would such a great magazine like yours bother to put free cheats with the magazine to make already incredibly hard games even harder? Why would you do that? Oh, I know. It was Spotty's idea, wasn't it? Well, stop it and get some of that spot cream, Spotty! You could give some useful cheats for *Vice City* and *Splinter Cell* or I'm moving to *PLAY* magazine, because they have more helpful cheats. I like cheats 'cause I'm terrible at most games (except the ones where you go around decimating people). That's why I want cheats. I crave cheats!

For all your spot needs, go to your local pharmacist.

Jon Reid, faithful to all but the spotty

Some people want the challenge, Jon. Loser. Now piss off to that loser's magazine.

Uncle Knobby

Dear PSi2

I'm writing to see if you could send me some information on your model in PSi2 Issue 31, Page 142. She looks gorgeous. Would it be possible for her to send a personal reply to me? I have enclosed an SAE...

Yours faithfully
Chris, Birmingham

Judging by your shaky handwriting, we get the impression you like our Ish 31 model Nicola very much, Chris. Unfortunately, we are not that type of magazine and Nicola's not that type of girl, so you'll just have to make do with this picture of her dressed as the tarty bint from *BloodRayne*.

BEFORE TACTICAL,
IT'S TIME FOR T

Hi, Mr T here. You may remember me from the hit 80s TV show *The A Team*, or the 1982 hit movie *Rocky III* (I was Clubber Lang). This month I'm reaching into my sack and answering your *Tomb Raider: Angel of Darkness* queries. Ho hum...



DEAR MR T:

How do you do a handstand on the ledge in the new game, like Lara did in previous old games? Also, any tips on how to do a backflip grab, mate?

Andrew Lemington, Burnley.

Well sucka, try hanging from a ledge, then press hold L1 and press the left analogue stick Up. Lara should do a handstand on the ledge. To do a backflip grab, back up to a ledge then hold L1 and press 'X'.

DEAR MR T:

I'm having trouble quickly selecting a weapon and firing. Any tips you can give me?

Ryan Milburn, via email.

Press R1 during the game to activate your weapon. Press Up or Down on the D-pad to cycle through your weapons as needed. This is faster than going through the Select menu. Also, instead of holding Action to fire, tap it repeatedly. Lara shoots the weapon much faster, making it easier to eliminate targets.

DEAR MR T:

I've heard you can get the Gas Mask early in the game. Is this true, and if so, how do you do it?

Grace Eyres, Hackney.

You sure can, fool. Stand directly in front of the cabinet with the mask and press 'Triangle' (Crouch). When the hand appears, press 'X' (Action). If done correctly, Lara should reach through the door while crouched and grab a gas mask. This may also work in other places, sucka.

DEAR MR T:

I've been having trouble defeating the Mummy Knight things in the new *Tomb Raider* game. Got any tips?

Jamie Vokes, Devon.

Sure thing, fool. To defeat those mummy-type knights, engage them in close combat. Kick or punch them off a nearby ledge to get rid of them for good.

DEAR MR T:

I think I've found a glitch in the new *Tomb Raider* game. In Von Croy's apartment, stand over the first gun clip you see beside the dining-room table and use Action. It should reappear. Stand there and pick up as many as desired. But you have to pick these up first, before anything else.

Craig Wright, Crediton.

Hey fool! I give the advice around here. I predict pain for ya, sucka! Damn crazy fool. Oh, that works? Er, thanks Craig. Ahem



WRITE IN AND WIN!

FOOLS THIS MONTH WIN THESE WWE DVDs, WHICH ARE OUT NOW TO BUY IF YOU LIKE THAT SORT OF THING.

SEND YOUR QUESTIONS (ABOUT GAMES, IF YOU CAN) TO: ASK MR T, PSi2, Thin Ice Media, Beacon Place, Opal Way, Stone, Staffordshire ST15 OSS

Game: Legacy of Kain: Defiance

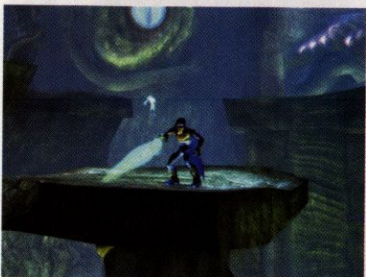
Publisher: Eidos

Desc: Blood-sucking action adventure

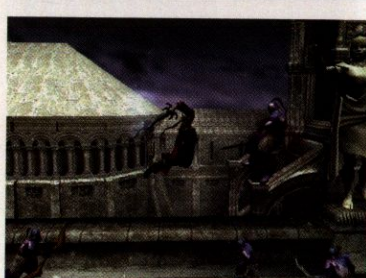
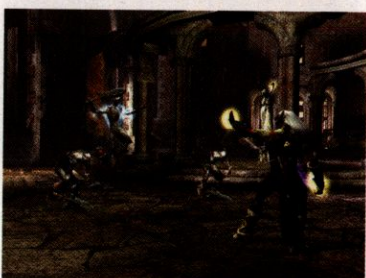
Due: Winter 2003

Players: 1

Raziel & Kain team up for the first time to suck more blood. ▶



SCREEN BLAST



Game: Castlevania:
Lament of Innocence

Publisher: Konami
Desc: Action adventure
Due: Winter 2003
Players: 1

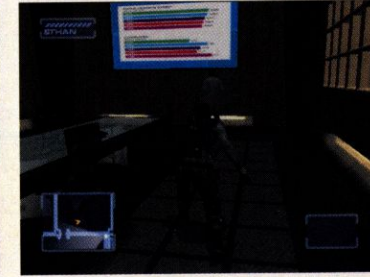
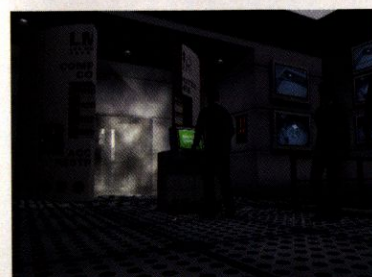
The first 3D Castlevania title.
Hunt those vampires. ▶



Game: Mission: Impossible
Operation Surma

Publisher: Atari
Desc: Platform/Shoot-'em-up
Due: Winter 2003
Players: 1

Ethan Hunt returns to save the world
in high-concept action from Atari. ▶



WIN SPACE SAGA

ZONE OF THE ENDERS THE 2nd RUNNER

and a Herao home cinema system!

Out next month, Hideo Kojima's anime-styled sci-fi sequel *Zone of the Enders: The 2nd Runner* offers even more intergalactic battles against the tyrannical BAHRAM military organisation. This PS2 version has been especially expanded to feature exclusive stages, added battle sequences, new graphical demos and two new difficulty modes.

To read our review, turn to Page 68.

The main winner here bags *Zone of the Enders: the 2nd Runner* for PS2 and this home cinema DVD system, with 5.1 Dolby Digital multi-region DVD player, 105W rms Amplifier, Subwoofer and five satellite speakers. If you're not on a winning streak, don't despair, because this Herao DP1600G system is the first of its kind to be available in the shops for less than a ton. A quality system priced at a bargain £99.99, it can chuck out some power so you can enjoy watching your favourite movies in style. For more information, visit www.herao.com and to buy go to www.amazon.co.uk. Nine runners up win a copy of the game.

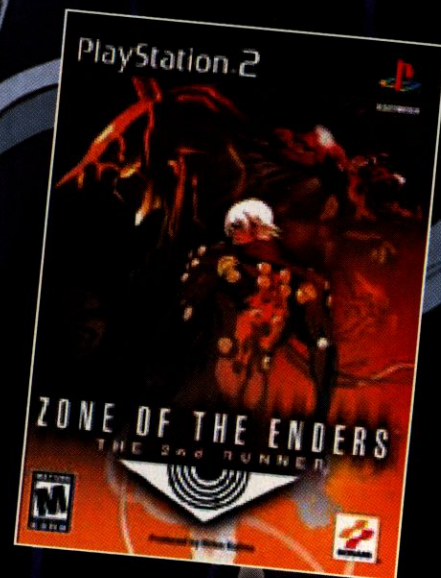
Simply answer the following question for your chance to win.

Q: What of the following is a component of the Herao DP1600G home cinema system?

A: subhisser B: subscreamer C: subwoofer

Call 09064 701722

Terms and Conditions: calls cost 60p a minute. Lines open 24 hours a day. Competition open to UK residents only. Competition closes midnight 14th September.



DEVELOPER: SONY ONLINE ENTERTAINMENT

PUBLISHER: SCEE

PLAYERS: THOUSANDS (ONLINE ONLY)

RELEASE DATE: SEPTEMBER

EVERQUEST

— ONLINE —

ADVENTURES

Very few games have the power to change your life. EverQuest might do just that...

EverQuest Online Adventures is the PS2 adaptation of what's universally regarded as one of the most addictive games on the planet. The PC version of EverQuest has acquired some 500,000 subscribers. It's a global phenomenon. People get married. It has its own black market economy where people pay real cash for in-game items, and if it was a country it would, according to a US professor, be the 77th richest in the world, nestling between Russia and Bulgaria. It's so addictive some have

nicknamed it EverCrack, referencing the highly addictive form of cocaine. And now it's coming to PlayStation2.

EverQuest Online Adventures (EQOA) is a Massively Multiplayer Online Role-Playing Game (MMORPG). A what? It means thousands of people can be in the game at once, controlling their characters and developing them in the game world. And the game world is persistent: even when you aren't there it keeps on going, living and breathing and changing. Within this world you gradually build up your character, gaining experience, taking on quests and joining with other gamers to form adventuring parties. Exploration, team work and combat are all part of the mix for this game, but it's the opportunity to form bonds with other gamers, to exist in a world populated by other gamers like you, that makes EQOA something truly different for PlayStation2 owners.



"A global phenomenon"

*“Living and breathing
and changing”*





All New

In fact, the PS2 has never seen anything like this. The only similar experience on a console is *Phantasy Star Online*, first seen in the UK on Dreamcast. *EQOA* is an order of magnitude bigger than that, however. It's likely that each individual server can accommodate 2,000 gamers at anyone time. And you can walk around and talk to any of them. You can team up with them in adventuring

parties, form guilds, fight with them, communicate with them and more.

This particular version of *EverQuest* isn't the same as the PC version. It's still set in the well established world of Norrath, but 300 years earlier than the events in the PC games. It's a fantasy setting featuring orcs, elves and trolls as well as plenty of other races. This means things are significantly different for gamers familiar with PC *EverQuest*. Certain areas that are barren on the PC will be populated in the PS2 versions. Similarly, some races simply won't have been discovered in the time period you're playing in. In particular, you're playing on the continent of Tunaria around cities such as Freeport and HighBorne, and it's a land filled with dark forests, unknown areas, deserts and more, and populated by all manner of creatures badly in need of some serious smiting.

In *EQOA* you can wander around on your own, looking for adventure. Typically, this involves finding a monster and killing him using skills and abilities honed in the

game. Alternatively, you might join up with a group of adventurers or recruit your own allies for strength in numbers. If there are more of you, you can take on bigger foes, earning more experience points and probably more treasure. Wandering around on your own will only get you so far. To really get into the game, you must take on quests. These are created by the people running the game, and more will be added and offered over time. There isn't a fixed amount of quests as you would find in a single-player game. This game world is dynamic and GMs (Games Masters) keep adding content, and things for players to do.

This new content may include new gameplay features, new areas or new races. All kinds of things will be added, as it's the developer's intention to continually evolve the game and maintain the interest of the role-player.

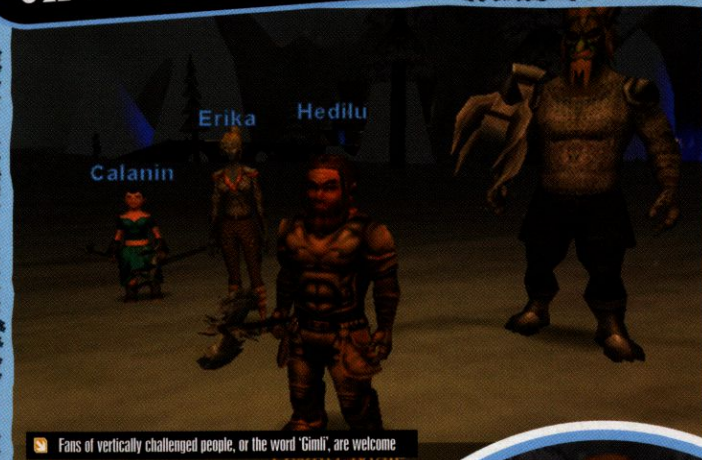
You don't play through a plot or story as such, you make your own, but the world you're in is continually changing and

"Create a fantasy persona for yourself"

evolving. Things might happen that may completely alter a section of the game world. One example given is an area dominated by dwarves that you enter and grab some treasure. The next month, that area may have been overrun by spiders, so you need completely new tactics to succeed there again. It's a living, persistent world, and if you go away for a while, a lot of it looks completely different when you get back.



Choose Your Class



Fans of vertically challenged people, or the word 'Gimli', are welcome

But we're getting slightly ahead of ourselves here. When you log on for the first time, the first thing you must do is create a character. You choose your own race and class. Which race you choose has an effect, in typical RPG style, on what class of character you can be. The boxout below has more details but, for example, a gnome can't be a Shadowknight and a barbarian can't be a Monk. If you want to be Necromancer, don't start off as a dwarf or a troll. There are ten races in total, and 14 separate classes, so you've plenty of scope. It will probably be possible (details are yet to be confirmed) to create up to eight different characters for yourself so you can try out all sorts of personas. The best advice we can give is to choose whatever you fancy. The key to this game is to be who you want to be, but be aware that where you start the game in Tunaria is determined by your race.



Once you've done that, you must distribute bonus points among your attributes. Strength, dexterity, wisdom, intelligence, charisma and agility are the main stats, and two of these are the most prominent and useful depending on which

class of character you choose. If it sounds complicated, don't worry; anybody who as ever created an in-game character will feel right at home with the *EverQuest* system.

Naturally you need a name, but the people who run the game stress that any name which may be considered offensive will not be allowed. The game has a full-on Naming Policy document, so if you fancied being BigDog'sCock The Dwarfmeister, you're out of luck. It may sound a little square, but it's so that nobody can be offended. And also so Sony can't be sued. The game is constantly patrolled by moderators, so if somebody's being an arse, they can be reported and in extreme cases, kicked off. It should keep the game safe and enjoyable.

Once you've got a name, you can choose your appearance. Obviously, if you're a dwarf, don't imagine you can be seven foot tall. But clothes, beards and hairstyles are all up for adjustment. You can create a fantasy persona for yourself, you can be as attractive or as ugly, as charming or as threatening as you like.

"The quests are created by people running the game"

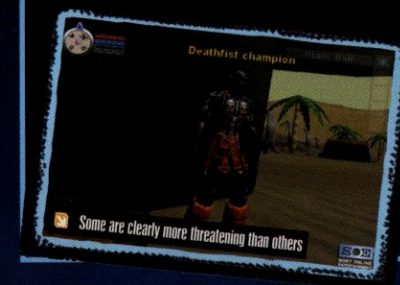
Run For Your Lives!



There is a rich variety of things to run away from



As you'd expect in a fantasy land like *EverQuest*, you face plenty of weird and wonderful creatures on your travels. Some of which you have to kill. As you play, you get to know which are the most dangerous. The quicker you learn that the better. There's no shame in running away and coming back later when you have more strength and experience.



Some are clearly more threatening than others

A Question of Class

If you count eastern and western humans separately, there are ten unique races within *EverQuest*. Ultimately, which you choose should be based on what class of character you want to be, as some races cannot become certain classes. For example, if you want to be a Ranger, you must choose a western human or an elf as your race. You're allowed up to eight characters at any one time, so you've plenty of scope for experimentation if you aren't sure what you want. But before you start, it's a good idea to focus on whether you fancy being a big, strong fighter or a more subtle character that can use magic. Or perhaps you'd rather keep your distance and only use ranged weapons like a bow and arrow. All these considerations are important when you create your first character.

	Barbarian	Dark Elf	Dwarf	Elf	Erudite	Gnome	Halfling	Human (Eastern)	Human (Western)	Troll
Bard										
Cleric										
Druid										
Enchanter										
Magician										
Monk										
Necromancer										
Paladin										
Ranger										
Rogue										
Shadowknight										
Shaman										
Warrior										
Wizard										



QUEST-IONS?

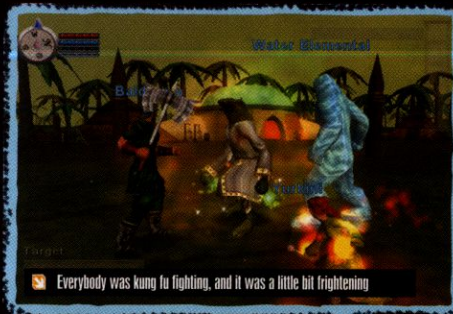
- 1 A compass is especially handy in a world as big as EverQuest's. The other bars are your status indicators. Use food and water to recharge.
- 2 Who you're attacking and how their health is. The face represents whether or not they are from a friendly faction.
- 3 The main scrap. If you look carefully you'll see a white circle in the middle. The colour of that circle determines the likelihood of victory. If it's red then run.
- 4 Your tool, item and ability belt. Scroll through it to make use of anything that may help you or your party in battle.



Help at Hand



If traversing a whole continent with little or no guidance sounds a little daunting, especially when there are bound to be more experienced people than you out there, don't worry. *EQOA* knows when you're about to do something for the first time, be it combat, leave the city or use the coachmen to move around, and gives you a few instructions to help you along. If the American experience (where the game has been on sale for some months) is repeated here, it's likely more experienced players will go out of their way to help out newbies. When it comes down to it, though, you're going to have to make your own way in Tunaria.



game. As is typical, you can only use certain weapons, items and spells when you reach the appropriate level, and you get stronger the higher you go. The

stronger you are, the bigger the bad guys you can defeat, and that usually means more treasure. The better you are, the greater the rewards. That's the simple lesson that keeps any RPG going, and *EQOA* is no different.

Are You Experienced?

To gain experience, you're going to have to go out into the big wide world and complete a few straightforward quests. Eventually you go hunting monsters, and that's where the combat comes in. When you target a monster, a coloured circle surrounds it. If that circle is red, you've got no chance of doing it on your own. If it's green, you should easily beat it, but it's so easy you get no experience. The ideal target is a creature with a white circle. It's still a risk, but it's the best chance you've got of gaining the most experience. Of course, you don't have to do it on your own. Fight in a group and you can share the experience points, as long as each party member is within six experience levels of each other. If the gap between you is any bigger, you get nothing. This is to stop inexperienced players getting too much help from more developed characters. You've got to go out there and do it yourself.

Combat allows more involvement than the PC version, which was fully automated. But if you're expecting a full-on *Tekken*-style scrap with combos and everything, you're looking at the wrong game. You attack by pressing 'X'. You can hold 'X' down or press it repeatedly; the second option is best as that's the easiest way to use the 'Circle' button to bring in your abilities. These depend on your character, but they're either spells or close-range melee attacks unique to your class and skill level. It's the proper timing of these abilities, and the marshalling of the power required to use them, that determines the outcome of a battle against a strong opponent.

Accessing these abilities and items of use, like food and drink, is very simple. At the top-right of the screen are windows for both abilities and tools. You simply use the D-pad to scroll through what's available.

Money, Money, Money

Running and monitoring the servers for an MMORPG isn't cheap. At least that's what they tell us. And somebody has to provide the continuing stream of new content that *EverQuest* players can look forward to. So, rightly or wrongly, *EQOA* is the first PlayStation2 game that requires the player to stump up a monthly fee. The precise amount hasn't been determined, but we don't expect it to cost any more than around £10 a month. Still a considerable amount, but it's likely the game will come with a 30-day free trial so you can see if you like it. The thing to bear in mind is you should know you're going to have enough time to play a game like this before you get involved.

"The game world is dynamic and GMs (Games Masters) keep adding content and things for players to do"

There's more to adventuring than just looking for big ugly things. The game has a faction system, the kind of thing found in *Freelancer* on the PC and *GTA 3*. So when you get close enough to a non-player character (NPC), a little coloured face appears at the bottom of the screen. If it's red they don't like you and attack. White is neutral and blue means they're

friendly. As you move about, you need to improve your standing with one or another faction, and the main way to do this is by killing creatures disliked by the group you're trying to impress. There's other ways of getting into people's good books, but I don't want to spoil things for you.

Life After Death

Of course, there's every possibility you'll lose too many hit points in a fight and die. That will be game over, but all is not lost as you can resurrect your character. It may sound strange, but think about it. You've invested hours and hours in your character, only to lose it because you pick a fight with the wrong ogre. Will you ever play the game again? Could you be arsed with starting over from scratch? Probably not. So you respawn, but you won't lose any experience. Instead there's a penalty in terms of experience debt. Half of the experience points you earn from then on go to pay your experience debt for dying. Once you're in the clear, they're all yours again. We've not experienced it ourselves, but we're told dying even three or four times in quick succession won't create an insurmountable debt.

That's not to say the passage of time and going into battle aren't without expenses. Stuff gets old, your swords fade from their peak sharpness, your armour weakens. So you have to spend money on

getting things repaired and replaced. Interestingly, you could, if you wanted, set up your own smithy and earn money repairing other gamers' kit. The option to make such career choices, stepping back from adventuring to make stuff for other people or act as a guide, is one of the reasons this game has become so popular. You can create a virtual life for yourself, a fantasy existence and still earn experience and money.

The community side of the game is very strong. The game only lets parties of four operate together, and you'd be wise to make sure you have a mix of skills in there like any RPG party; someone who can fight, someone who can heal, and so on. But like-minded people can form Guilds, which allows for much simpler communication between players in separate locations.

Chatter

Communication in game is via a virtual keyboard, but you can use a USB keyboard like Dattel's Powerboard to speed things along. Co-ordination with other players when you're in a party or on one of the epic quests is essential, but it also allows for the social side of the whole game. Outside of the game, there's an extensive array of forums and chat rooms where you can just shoot the breeze, ask for help, trade items (unofficially) and even chat in character, role-playing beyond the call of duty. You also have your own private mail box and buddy list to make communication very easy. A whole online community has sprung up around the PS2 version of *EQOA* in the US, and no doubt it will be just as popular over here.

That's the thing here. *EQOA* isn't just an RPG with a lot of players. The unprecedented level of interaction in the

game between so many players creates a unique atmosphere. Playing the game is, fundamentally, about adventuring, but many gamers have found it has a great deal more to offer than that. If this game gets its hooks into you, your life will never be the same again.

If you go questing for big piles of treasure they'll be well guarded



New Frontiers

In late November this year, the US sees the release of an add-on pack for *EverQuest Online Adventures*. Called *Frontiers*, the add-on augments the gameplay and the graphics. Given that the European release of *EQOA* features improved graphics anyway, it's highly unlikely the *Frontiers* expansion will be released in exactly the same form. In fact, no announcement has been made confirming a UK release for *Frontiers*, but if *EQOA* does well it's bound to be released. In November, meanwhile, the Americans can look forward to levelling their characters up to Level 60 (50 is the highest level in the initial release). A new character race is introduced, the ogre. Ogres can become Necromancers, Warriors Shadowknights and Shamans.

New lands specifically designed to test high-level characters will be introduced, including an alternate plane of reality called the Plane of the Sky. The lavastorm mountains are also made available, which introduces a new dangerous area and the possibility of running into (or, indeed, away from) a new dragon Nagafen.

The details of what's in any expansion in Europe are unclear right now, but the designers of the game just love adding new stuff to keep those subscriber monies rolling in. Expect plenty of life in this one.

Frontiers will offer new worlds and new abilities



The Frontiers expansion pack hasn't yet been confirmed for the UK

PSi2 tracked down Ben Bell, producer at Sony Online Entertainment, and quizzed him on just what we can expect from *EverQuest Online Adventures*.

PSi2: What will people actually be able to do in the game?

Ben Bell: Gamers can explore dungeons, join a guild, create items, trade with other players, battle monsters, solve quests, fish for food, learn powerful spells and build incredible heroes.

PSi2: Obviously the game's set in a different time zone to the PC version, but what else have you had to do to the game to make it function for PS2 gamers? Is it simpler on PS2, or just different?

Ben Bell: EQOA is an entirely new game for the PlayStation2. We designed it from the ground up to be the best possible online RPG for the platform. Everything, from the world to the characters to the combat, has been designed specifically for the PS2.

Online gaming's a relatively new concept for console gamers. We wanted to make a game that included all of the challenges and features of an online RPG. At the same time, we wanted our game to be as easy to learn and play as any other console RPG. We weren't willing to sacrifice any of the gameplay elements that make online RPGs so much fun, so we knew that controller and user interface design would be a top priority. When you're making a PC game, you have every key on the keyboard available to you. Console games are all about having fun with just the controller. We spent a long time designing and revising our user interface so that players of all experience levels could get the most out of our game.

PSi2: You've added new content in the form of quests and tasks for the UK version. Can you tell us what new material is in there and why you wanted to add it?

Ben Bell: Actually, the quests are similar to the US version, although we've added a ton of content since launch that will make its way into the UK version.

We've completely updated the look of the player character models in the UK version, and we've added engine enhancements that make the world look much more detailed (such as radial flora and particle effects in the environments, like drifting leaves and falling ash). We've also added a lot of music and special effects to the UK version of the game.

PSi2: How will people new to the game learn what to do?

Ben Bell: The game teaches you how to play with a series of tutorial quests. The game starts off with very simple controls and challenges so new users can get used to the game.

PSi2: Prior to launch in the US, did it feel like you were making a leap into the dark producing a genuine MMORPG for a console? Were you ever worried it might be of no interest to PS2 owners?

Ben Bell: It was definitely a risky move. However, as development progressed, we became less worried as we started to really enjoy the game ourselves. People enjoy fun games on any platform, and EQOA works very well on the PS2.

PSi2: In your view are there any differences between US and UK gamers when it comes to MMORPGs like *EverQuest*? The way they play? The way they buy?

Ben Bell: No, I think that gaming preferences are similar in both countries. Excluding sports games, most games have equal success in both countries.

PSi2: Do you see the community side of PS2 *EverQuest* becoming as big and as involved as the PC side of things, with marriages, fan fairs and more?

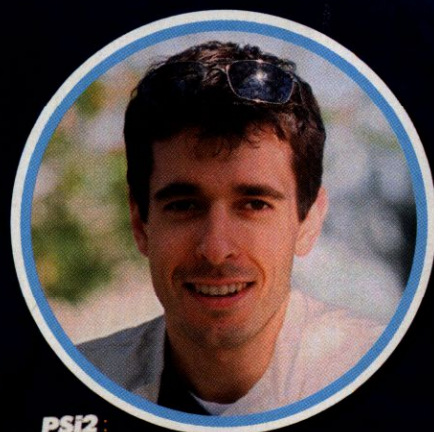
Ben Bell: PS2 gamers have definitely taken to EQOA in the same way PC players love *EverQuest*. I think the biggest difference is the PS2 audience keeps their community focused around the game, while PC gamers meet on message boards outside of the *EverQuest* world.

PSi2: Is it possible just to play for a couple of hours a week and still get something out of the game?

Ben Bell: Yes, that was one of the primary design goals.

PSi2: Do people use the game differently on PS2? Less intensely perhaps, or for a shorter game time?

Ben Bell: Yes, you can play EQOA for 30 minutes and have a great time.



PSi2: How do you keep the game fresh to someone who has been playing it for weeks or months?

Ben Bell: The game's incredibly deep. Although the controls are simple, there are almost limitless activities and character options. We add new features and content all the time. Quests and online events keep the game fresh. We recently added a trade skill system that allows players to create items. We've added a fishing mini-game and we'll be adding an auction system in the near future. The game is constantly being upgraded to keep our audience interested.

PSi2: Did not having use of a hard drive on the PS2 make things tricky?

Ben Bell: Not at all. The PS2 uses DVD discs that can hold a tremendous quantity of information.

PSi2: Will UK gamers be playing with US gamers, or will the servers be separate? If separate, why?

Ben Bell: They will play on separate servers. Our European world servers are located in Europe to ensure great connection speeds and a reliable service.

PSi2: How will *EverQuest Online Adventures* change our lives?

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PUBLISHER:
Activision

DEVELOPER:
Luxoflux

ON SALE:
September 19th

NO OF PLAYERS:
1

<http://www.truecrimela.com>

TRUE CRIME: STREETS OF LA

TOMMY VERCETTI'S A BIG GIRL'S BLOUSE AND MARK HAMMOND'S A WUSS. IF YOU DISAGREE, MEET NICK KANG, THE ULTIMATE BAD BOY...



▲ Nick thought he was hard as nails until a rip rang out into the night



"EXPLORE A
LIVING, BREATHING
RE-CREATION OF
LOS ANGELES"

While everyone's gagging for the next *GTA* and *Getaway*, Activision has been waiting in the wings with *True Crime: Streets of LA*, gently building a media frenzy to boost its imminent impact in September. Okay, it isn't the most original concept ever, but it combines various influences in a fresh new franchise that will surprise and delight fans of the genre. The game looks like it's managed to create a dream blend of the finest elements of the greatest PS2 games so far. There's the freedom of *Vice City*, the stealth of *Splinter Cell*, the bullet-time battles of *Max Payne* and the complex fighting of *Tekken*. But can it rise above all these? Or just make itself a quiet

niche in the genre? I went along to play it for a day to find out...

LA STORY

First let's get the story straight. In *True Crime*, you're placed in the 'very hard' shoes of Nick Kang. Kang's a rogue Elite Operations Division (EOD) operative whose brutal reputation and lethal skills (armed and unarmed) have landed him the nasty task of taking down the Chinese Triads and Russian Mafia cartel that have turned LA into a war zone.

The action in *True Crime* mixes car chases, shoot-outs, on-foot pursuits and hand-to-hand combat as you struggle to bring down the mob and come out in one piece. The game's mission design allows players to explore a living, breathing recreation of the City of Angels, while taking part in an

intricate storyline which changes depending on decisions you make in the game. Killing or arresting individuals affects the outcome and route you take through the game's cinematic storyline.

WHEEL TIME

Incredibly, the game spreads out over 250 square miles of accurately recreated Los Angeles (like *The Getaway*, a





▲ This tricky stage pits you against a whole group of heavily-armed enemies. Make sure you get their weapons and use the walls as cover

knowledge of the place or a map will help). As you race along through realistically-recreated living, breathing LA streets, you might notice landmarks and popular areas such as Hollywood, Santa Monica, Beverly Hills and Downtown. You can't really speedily walk anywhere, so it's worth hijacking (commandeering) a vehicle to get around the City of Angels. There are so many to choose from you feel like a kid in a candy store. You begin driving Kang's undercover, siren-equipped Cadillac. But it's worth looking around for faster vehicles,

mainly because you inevitably destroy your chosen car pretty quickly. And if you don't trash it, your enemies will. Criminals regularly open fire, causing damage, but you can do the same. Firing from your driver's side, with one weapon, you can take down most vehicles. Tyres can be taken out to stop criminals escaping. Or you can simply blast away until the vehicle explodes. If there's anything to worry about at this stage, it's the driving. Though the selection of cars is massive,

there's a niggling sense the vehicle is too light. As I thrashed the vehicles around Hollywood, leaping off hills, rolling and smashing the car to bits, there was a sense of floating. But since the game's not yet finished, it's conceivable that this may be smoothed out for the final version. It's not something that greatly affected the gameplay, and if left alone it certainly won't ruin the game. But it's something that stands out all the more in against some really strong gaming elements.

SWEET!



At the height of his violent reign on the streets of LA, Nick can wield two machine guns – M16 or AK-47.



▲ The car is eventually out of range, but a powerful enough weapon takes down its energy, which is shown here top-left (the bar beneath enemy health)



▲ Why not take a break from being a crime-buster and find yourself a nice car to burn around LA



▲ Using bullet time during multi-target missions makes taking out enemies a little easier

“NICK KANG HAS A BRUTAL REPUTATION AND LETHAL SKILLS”

COOL AND THE KANG

This tells you what area of LA you're in. Knowledge of LA is actually a benefit, as it's accurate to the real thing.

7th St
Hill St

If this bar fills with red, the city's gangsters and armed forces try to take you out.

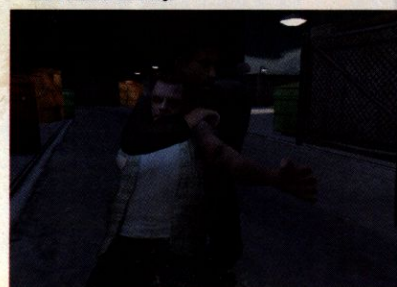
The map here shows where you are, where your next objective is and where submission objectives are.

This indicates the number of shields you have. Collect these by busting bad guys and being a good cop.

014



▲ Your yellow reticle means Nick is locked onto a target and will fire on it until it's dead or out of range





▲ Kick that knife from his hand and hit 'Circle' to kick it up into your hand. Now throw it or jab it into him – yeah!

YOU'VE BEEN NICKED!

Nick Kang is a hard fecker. Your aim should be to gather shields by making arrests or 'resolving' criminal activity. Gather enough shiny shields and you can visit a dojo to upgrade your fighting skills. Here you take on a group of punch fodder, then a main boss man. Once he's beaten, you get a new combo move. If you fancy a bigger gun, drive over to the shooting range (all marked on the game map). Here you must take on the shooting gallery (targets fire back tennis balls) and clear the range to win new weapons. Nick can upgrade his pistols to a couple of hand

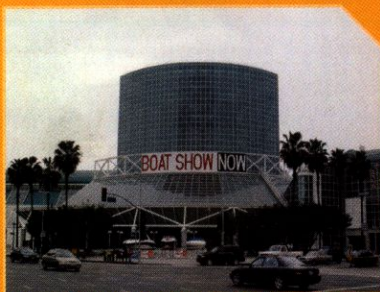
cannons (Desert Eagles), then the only way is up. Uzis and AK47s make things very interesting when out tackling scumbags.

Unarmed, though, Nick is still a Duracell bunny on fast forward. He jumps, kicks and punches in lethal combos, hurling his enemies into the destructible environment around him. One early fight pits him up against a puny Triad member armed with a big blade. You fight in a bar and smash the place to pieces in the process. It's so much fun you nearly jump off the seat when Nick sends the fella crashing into a glass-filled table. In the dojo it's just pure fun for fight

"NICK CAN UPGRADE HIS PISTOLS TO A COUPLE OF DESERT EAGLE HAND CANNONS"

BETTER THAN THE REAL THING?

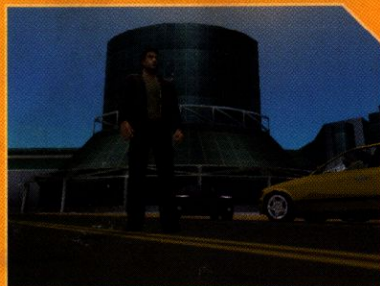
Landmarks in LA are faithfully recreated in *True Crime*, right down to the cigarette butts outside the fire exits – well, probably. Anyway, check these shots of the landmark and *True Crime's* effort...



▲ BEFORE: The LA Expo Centre, site of E3 and that end hit in *Rush Hour*.



▼ AFTER: *True Crime* recreates many of LA's finest landmarks.



▲ Mercy is for the weak. Finish him!



▲ Kitchen scraps mean there's plenty of weaponry about. Keep your distance and use kicks to disarm enemies.



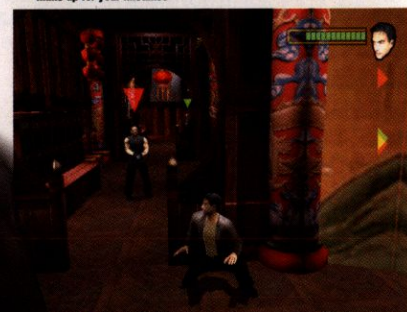
▲ Play for long enough and you can enjoy some fine LA sunsets.

NICE CITY!

Incredibly, the game spreads out over 250 square miles of accurately-recreated Los Angeles (like *The Getaway*, a knowledge of the place or a map helps). Awesome, eh?



▲ You must not be seen during stealth missions. Fail and you have to make up for your mistakes.



▲ When stealthing, you can hit and hold 'X' to slither along walls and use the analogue to look around corners and zoom in and out.



"IN THE DOJO IT'S JUST PURE FUN"

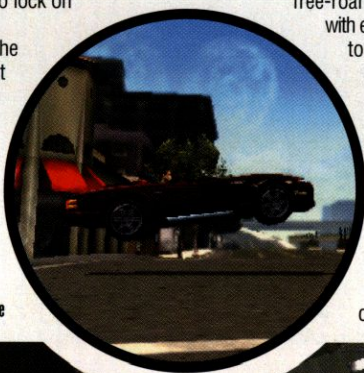
▼ Okay, he's an old tramp, but he's got a knife. Take him out with a roundhouse





▲ Sometimes it's just better to slaughter everyone and ask questions later

junkies. In pure Bruce Lee homage territory, Nick takes on a swarm of students, then their master, to win a new combo. Sadly, on the streets Nick can't unleash his fury on innocents with as much ease. It's hard to lock on to targets in this version (might be improved for the final code), and most just run away. But bashing up enemies is hugely satisfying. He might have his hands up, but he scratched your car, so why not give him a good kicking?



▼ When enemies try to flank you, use one to throw at the other



ANY COP?

So the big question is, will this match up to *Vice City*? The short answer is 'yes'. It's fun, free-roaming and unashamedly violent, with enough variation and sub-missions to keep you playing forever. The driving missions are frantic, frenzied and exciting. The unarmed combat is easy to pick up and extremely satisfying. Okay, the driving's not 100% what we were hoping for, but if the polishing includes improvements to the game engine, we could all be in for a hell of a rush come September. ■ BEN KEEN



▲ Your next target is lit up with a green arrow. The next target and its direction is marked by the red arrow



▲ Nick must use stealth

FACTS

WHAT YOU LAPD WANNABIES CAN EXPECT FROM TRUE CRIME...

■ Over the course of a single mission, players can engage in car chases, on-foot pursuits, gunfights and hand-to-hand combat as they try to take down big-time crime.

■ **CAR CHASES** in *True Crime: Streets of LA* take on a manic quality, with the ability to commandeer any vehicle in the game and to target and shoot at people from a moving car.

■ Features a fully realised, intensely painful, hand-to-hand combat system allowing the player to perform a huge variety of maneuvers including punches, kicks, combinations, grapples, and stealth attacks.

DEAL OUT JUSTICE WITH MASSIVE GUNFIGHTS.

Ferocious gun battles with an arsenal of weapons, slow-motion dives, the ability to target multiple enemies and precision firing give an entirely unique feel and intensity to the combat.

LENGHTY GAMEPLAY.

Branching storyline with over 100 missions plus free-roaming random missions enable *True Crime: Streets of LA* to deliver multiple outcomes and near-limitless replayability.

■ **LIVE AND PLAY IN LA** — there are hundreds of square miles of realistically recreated living, breathing Los Angeles streets including landmarks and popular areas such as Hollywood, Santa Monica, Beverly Hills and Downtown to explore and uphold the law in.

PUBLISHER:
SCI
DEVELOPER:
Pivotal
ON SALE:
September 26th
NO OF PLAYERS:
1-2

<http://www.sci.co.uk>

SWEET!



The way the smoke works to actually obscure the enemy's vision, so it can be effectively used for cover, adds a lot to the gameplay.

UP AGAINST IT?

Squad-based resistance game *Freedom Fighters* from EA launches a week earlier.



CONFLICT DESERT STORM II

CAN THE NEW, IMPROVED SEQUEL DELIVER ON ITS PREDECESSOR'S PROMISE?



▲ The conventional routes into the city may not be open, so storm drains and the like may be the only way in

I'm sure if you spent plenty of time with the original *Conflict Desert Storm*, like I did, your list of things you'd like to see in the sequel would read something like this; better enemy AI, less wandering around blank deserts, new weapons, bigger game areas, more freedom. Based on this beta code, it looks like developer Pivotal has ticked off most of this list.

Once again you control a squad of four men, the same four men who began the game last time around. One change is in this

"SMOKE NOW WORKS AS COVER"

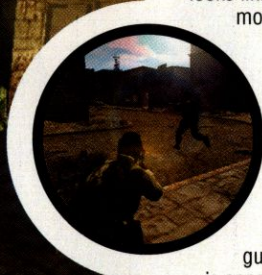
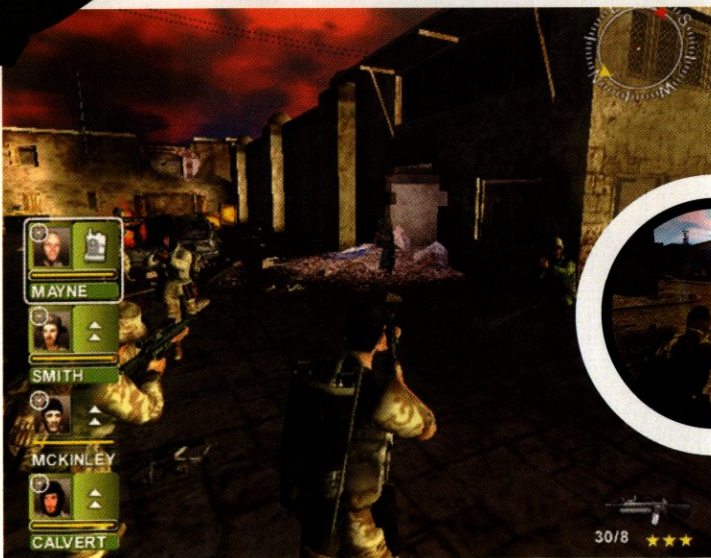
sequel you only have these four guys. There are no replacements. This is apparently due to fans telling Pivotal they became very attached to the original squad. If one of these guys dies, you have to restart the level. It may sound a bit harsh, but it should add something to the gameplay as

you have to look after your men at all costs as well as your objectives. Controls and aiming dynamics (better accuracy the less mobile you are) remain the same. Using the strengths and weaponry of each of the four squad members by giving orders or taking control is still important, so the tactical element remains as strong as ever. The order system is carried over from the first game.

BRIGHTER

The big thing the publisher is keen to promote is the improved intelligence and

behaviour of the enemies. Last time around they were prone to ignoring the obvious, blowing up their own assets in their eagerness to shoot you, and weren't afraid of running towards gunfire instead of finding cover. This time around they behave in a much more sophisticated manner. I've seen



30/8 ★★



▲ You'll get dropped well behind enemy lines

"CALL IN LASER-GUIDED AIR STRIKES"

enemy troops run and hide and I've seen them try to find cover when under fire. If they lose sight of you, I'm told they begin searching instead, but we'll have to wait for the finished review code to fully check that out.

TIGHTER

The ten missions take place over three campaigns, most of which are in urban environments. Tight city streets are much more dangerous and exciting than wandering around a desert. There are more holes for bad guys to pop up from, and more chance of being out-flanked. The city setting means troops can turn up from any angle, so even when you think a street is clear, more bad guys could be streaming in.

Each of the campaigns has its own story that links the missions. One of them involves the squad escaping from a PoW camp and using their wits to gather weapons and find a way back to safety.

The ability to call in laser-guided air strikes is great addition, and plays out very dramatically every time. Also, the fact that smoke now actually works as cover, means that smoke grenades become a real tactical option as you try and make your way through the city streets. This is probably the first game on PS2 to use smoke grenades in this way.

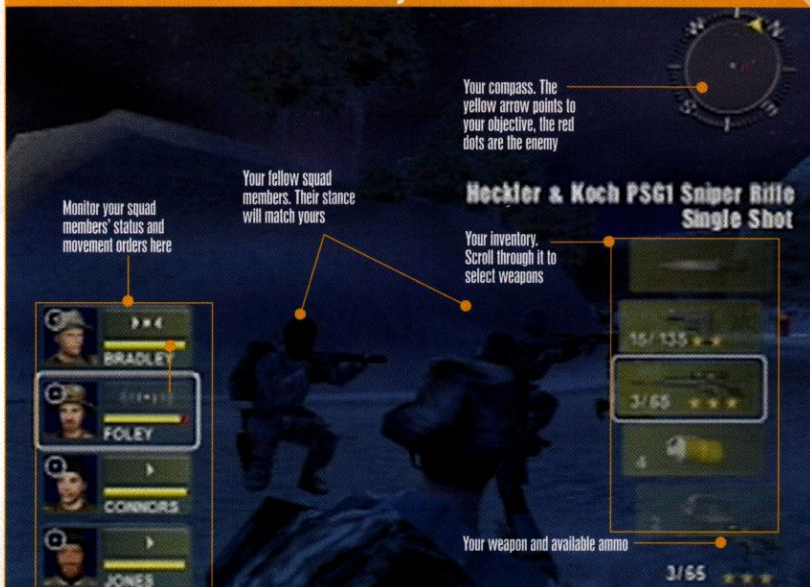


SHARPER

Graphically things look a little sharper than before, especially when it comes to explosions and smoke, and the cities themselves look suitably stressed and rubble-strewn. It looks like a warzone. Pivotal has added plenty of incidental explosions and side noise to really up the tension and improve the atmosphere. It feels much more like a battlezone than before – I found my self ducking and wincing as the heavy stuff came in.

The levels have been designed so there's still just the one way through in the main, but within that there are a number of tactical

WE'RE GOING IN, LADS



▲ Your squad opens up and covers all entrances



▲ Enemy tracer fire is the right colour



PSI2 FIRST PLAY VERDICT

If the enemies are as bright as the developer claims, this will offer some great tactical action.

options. One level we played saw the squad trying to get past a tank. Now they could try and run, but one option was to lay down some smoke and then get the squad into the relative safety of a building before the tank spotted them. Once there, one member, probably demolition expert Jones, could sneak around the rear of tank and blow the thing up. That was the best route, but we didn't have to do it that way, and if there are more missions with that kind of flexibility, the apparently linear routes through the levels won't matter.

At this stage, *CDSII* comes across as a more of a refinement than a revolution, but the changes promise to more than just cosmetic.

■ JULIAN BOARDMAN



Q&A

UNDER FIRE

Technical director and programmer **Alex McLean** tells us why this sequel is new and improved.

PSI2: How will this game better the first?

AM: To start with, everything is better – the controls, the AI, the mission scripting... We've tried to listen to feedback from the first game. We've changed the inventory as a result of that – it's easier to select items now, and there are shortcuts for accessing specific items very quickly. You can also roll when you're prone now, so these are things that make the game much smoother to play.

PSI2: Has ex-SAS squaddie Cameron Spence been onboard again as your 'reality consultant'?

AM: Yes, Cameron has helped us out with the realism of the game. It's incredibly useful for us to have someone on board who was actually there, and fighting using this equipment in these conditions. Also, the office is full of books, films and documentaries on the Gulf War. Some of us have been out on the firing range and actually test-fired some weapons you use in the game, so we know what these guns sound like, and we're able to reproduce that sound perfectly in-game.

PSI2: When we spoke to you last year, you said you had a wish list of things you could've added on but didn't quite make it into *CDS*. Was one the enemy AI?

AM: Yes. We've put a huge amount of work into improving this. This time they use cover properly, which means you see them running to hide behind things when you open fire. They move around more as well – you see them popping out from behind pillars to have a go, then ducking back to reload. We've also made them more vocal. They communicate with each other, and you can use that to figure out where they are.

PSI2: Any plans to go online?

AM: The online side of things is something I can't really comment on at the moment, but there may be future announcements about that...



04
colin mcræe rally

PUBLISHER:

Codemasters

DEVELOPER:

Codemasters

ON SALE:

Late September

NO OF PLAYERS:

1-2

www.codemasters.com/colinmcræe04

COLIN McRAE
RALLY 04

CODEMASTERS' EVER-POPULAR RALLY GAME IS BACK, WITH MORE GAME MODES AND EVEN GREATER REALISM THAN EVER BEFORE...

SWEET!



The new camera pans make for fantastic replays, as long as you stay on the track...

"A BIG
VISUAL
UPGRADE
OVER
CMR 3.0"PS2
PLAYED
IT!

▲ If your driving's as bad as mine, your car looks like this come the end of the race

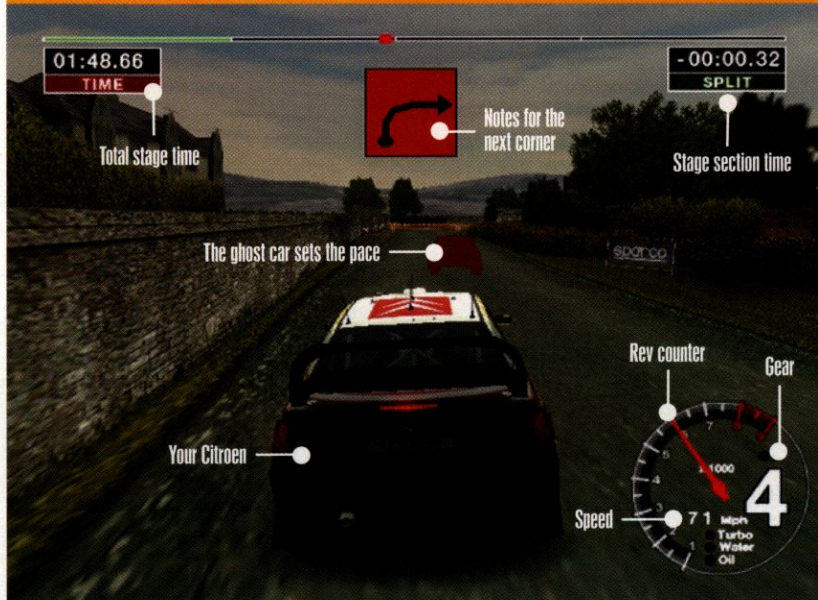
Colin McRae Rally is to rally driving what *This Is Football* is to soccer. Codemasters' ultra-realistic rally simulation series has sold over six million copies worldwide, and this new instalment, *Colin McRae Rally 04*, looks set to push that figure up another couple of million with its crisp and impressive visuals, high-quality presentation and gameplay with unparalleled promise.

With over 20 rally cars and eight different game modes, *Colin McRae Rally 04* promises to deliver more than ever before. Master the Four-Wheel and Two-Wheel Drive Championship Modes before moving onto classic Group B rally car racing, the Expert Championship and even split-screen two-player action! All with the game's all-new graphics engine and advanced handling model.

Codemasters has been working hard on its graphics engine to give *CMR 04* a big visual upgrade over *CMR 3.0*, and it certainly shows.



RALLY ROUND



Car and track textures are more detailed than ever, and a large helping of new special effects has been added for that extra level of visual polish. Track markers bend and fly off in all directions, whilst gravel flies up and ricochets off your car, leaving a permanent racing line on the track. All-new lighting and shading effects add further to the feeling of nearly total realism, and all at a rock-solid frame rate. This is a game that really shows off what the PS2 can do.

GRAVELLY

Colin McRae Rally is a series renowned not only for its stunningly realistic visuals, but for its stunningly realistic gameplay. This latest title doesn't rest on its laurels, employing a new, improved handling model that puts the player in total control. Codemasters says previous CMR titles used a steering assist system that gave the car a central pivot point. This has now been removed and a truer driving model put in its place, along with superior car weight and engine performance detail. The result is handling which feels so real it's scary. Driving down the chippy in your Ford Escort will never be the same again. Power-slide, damn you!

If you like multiplayer gaming, you're in for a treat. Colin McRae Rally 04 supports two-player

alternate gaming in all four of its championship modes, competitively or co-operatively, and split-screen racing in its Rally and Stages Mode. In Stages Mode, players can also save runs to a memory card and race against a ghost car, or if you don't fancy that, you can put your own Custom Rally together and race all your favourite tracks in one swoop!

PIVOTAL

Colin McRae Rally 04 includes a whole host of new tracks; six stages and a shakedown track for each of its eight international locations, plus for special stages and even a couple of classic stages from CMR1. The all-new damage model puts your car through its paces on all of them, with damage levels specific to your difficulty level. In the normal four-wheel drive championship you can throw your car around with few worries, but do the same come the Expert Championship and you have engine failure faster than you can say Subaru Impreza! ■ JAMIE WILKS

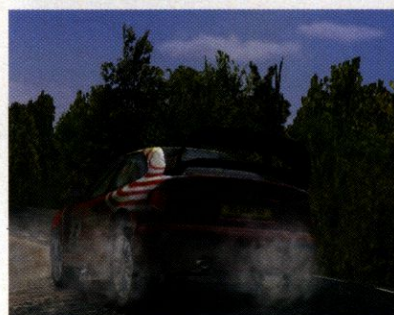
▼ Hmm, too much speed methinks...



▲ That ain't no snow plough!



▲ Split-screen two-player madness! Toot toot!



"A TRUER DRIVING MODEL"

PS2 FIRST PLAY VERDICT

CMR 04 looks nearly complete, and unless Codemasters really messes things up from here, this game will be a classic!



Q&A

OFF THE BEATEN TRACK

We spoke to senior games designer **Graham Rigby** to find out about Colin's new manoeuvres.

PS2: What have you had to do with the physics engine to improve handling?

GR: We've stripped down some of the control aids in the engine. This eradicated the pivoting effect we had in CMR3, but meant we had to overhaul all the surfaces mechanics, so we thought we'd add some more. We also adjusted the car handling, making the cars feel heavier, more substantial.



PS2: In your opinion, what's the biggest difference a gamer will notice?

GR: The game modes. There's a lot for the players to get their teeth into, and we've expanded the damage settings too. Now as the player gets better and attempts more difficult championships, the damage gets heavier. You won't be able to get faster times by bouncing off fences when going round corners. You need to drive better and smarter.



PS2: Lack of modes and car choices were possible criticisms of the last game. Would you say this has been properly addressed in Colin 4?

GR: Definitely. In fact, we've gone further with the game modes than in any other previous Colin title, and even included an Expert Mode. Players can log their overall Expert Championship and register them on our website. We'll have a leaderboard of the very best drivers in the world, and someone will have the top spot.



PS2 HISTORY



The last game in the series, CMR 3.0, took some stick for its miserly two game modes.

THE GREAT ESCAPE

PUBLISHER:

SCI

DEVELOPER:

Pivotal

ON SALE:

September

NO OF PLAYERS:

1

<http://www.sci.co.uk>

SWEET!



Riding Hilts' motorbike will be a highlight of the game for many.



▲ Use crates as cover when sneaking about



THE GREAT ESCAPE

TIME TO GET OUT OF THE COOLER AND UNDER THE FENCE. JUST DON'T GET TOO MUCH SOIL IN YOUR PANTS...



▲ Use binoculars to check out the lie of the land

A perennial favourite, *The Great Escape* movie has been gracing our TV screens almost annually. So much so that to mention its seasonal regularity has become something of a cliché. Yet the film has a warm place in the hearts of any fan of action films, and is a lesson in suspense for any budding director (mind you, why the hell Gordon Jackson answered in English is beyond me). So a videogame version has a great deal to live up to, but a huge amount of goodwill to play with. The fact the game now features the likeness of the movie's star, Steve McQueen, can only help set those tills ringing.

"THERE IS AN AIR OF URGENCY AND TENSION"

But if you bought *Prisoner of War* last year, you might be wondering whether to bother with this. It's a fair point, but this game has a great deal more variety than Codemaster's title. Yes, there are stealth sections where you have to sneak around a prison camp, but the objectives are a good deal clearer and once you get out of the camp, a lot more action and variety is introduced. You get to shoot people too.

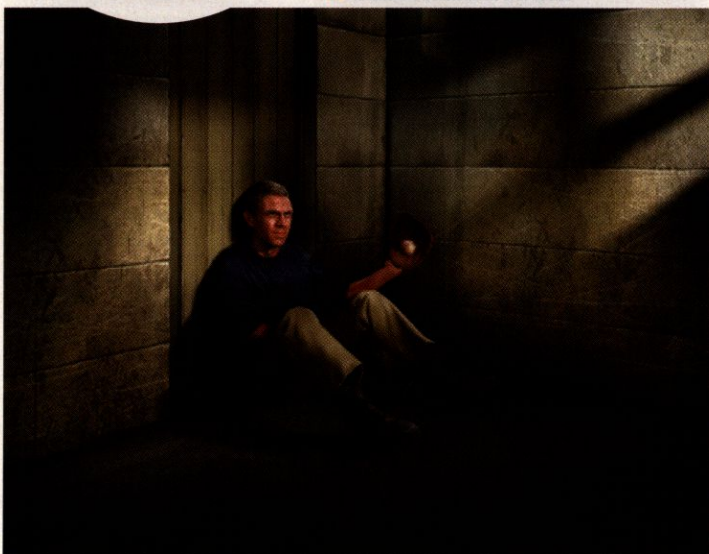
There are four characters for you to control. The main chap is Virgil Hilts, the Steve

McQueen character from the film. He's a master escapee aided by German-speaking MacDonald, Sedgewick the engineer and Hendley the pickpocket/scrounger. In practice you use Hilts the most, taking control of the other characters when the need arises.

TUNNEL VISION

The game's very strong on atmosphere. Right from the beginning when you have to get Hilts out of a burning plane to later in the game when you sneak about the prison camp Stalag Luft III, there's an air of urgency and tension, of not knowing quite what's around the next corner. That's something the film did well, and based on the short time we've spent playing it, it's something the game seems capable of too. Whether this atmosphere can be sustained right the way through remains to be seen when we sit down with the final version for review next month.

The objectives are reasonably straightforward. Straightforward to understand at least; go here, get that. Early on there's nothing too complex, which should make the game as accessible as possible for the wide audience attracted by the name. That doesn't mean actually getting the job done has been dumbed down. Sneaking past guards is as tough as it should be, and winking the requisite items out of their reluctant possessors



PS2 HISTORY



Developer Pivotal's previous release was *Conflict Desert Storm*, a squad-based action game set during the first Gulf War.



▲ Take control of enemy vehicles to make your escape

when you take charge of Hendley the scrounger seems taxing enough.

The action sections emerge as the escape takes place, giving the player the chance to really mix it up with the bad guys. The combat so far doesn't quite live up to the standards developer Pivotal set with *Conflict Desert Storm*, being a little slower and less responsive. There should be fun to be had when you get on Hilt's motorbike trying to avoid the attentions of Nazi soldiers as he attempts to get to Switzerland.

There's also a big shoot-out on top of a moving train, and the quick play we had of this section showed it has the potential to be a genuinely exciting part of the game. You even get the chance to drive an armoured personnel carrier if you're lucky. Strangely the driving controls are completely counter-intuitive to anybody who as ever played a driving game and take a lot of getting used to. Let's hope it gets sorted before the game is released.

Like the potential escapees of Stalag Luft III, success for SCi depends on all the elements coming together in just the right way. The game has to successfully combine stealth, action, and driving, create atmosphere and not leave fans of the film feeling let down. But when you've got Steve McQueen on your side, anything's possible. ■ JULIAN BOARDMAN

PS2 FIRST PLAY VERDICT

All the elements are here, and as long as they come together, this will be a highly atmospheric action game.



▲ The resourceful escapee will use anything to his advantage



▲ Hilt does what he does best



Q&A

ON THE INSIDE

We spoke to SCi's creative director Patrick O'Luanigh.

PS2: Apart from watching the movie, did you do much other research on WWII and PoW camps?

PO: Very much so. So many people love the film, and we've had to make sure we capture everything that made the film special, whilst providing the newer generation of gamers with a fresh, exciting experience and plenty of action.

PS2: How should you get the best out of Hilt's motorbike? What other vehicles will we see?

PO: There are several vehicles in the game. For example, you get to drive a German army truck, a fuel tanker and even an armoured half-track, in which you can switch between driving and firing the massive machine gun. You get to taxi an airplane around an airfield, and even run along the top of a moving train.

With respect to the bike, the action is fast and exciting. The bike slides around corners, and there are lots of obstacles and ramps to leap over. Weave from side to side when you're being fired at, and if you drive straight at German guards, they take evasive action which gives you a brief respite from being shot at! Keep an eye out for the minefield. If you hit a mine, trust me – it's really going to hurt...

PS2: What sort of replay value are we looking at?

PO: We have a secret mode called The Greatest Escape, which unlocks when you complete the game. This mode is timed, so the whole style of play is very different – you're racing through levels, throwing caution to the wind in order to try and achieve the times that the development team has set.

And if you've completed the game on Normal, try Hard difficulty. The enemy units are much closer to reality, and this is the ultimate test of your escaping prowess.





PUBLISHER:
Electronic Arts
DEVELOPER:
In-house
ON SALE:
October 24th
NO OF PLAYERS:
1

www.eagames.com

SSX 3



▲ Carving is massively improved in this superb sequel

SWEET!



This time you're so high up you break through cloud cover to discover totally new areas, and sometimes new weather conditions.



▲ *SSX 3* is all about making things bigger. Bigger tracks, bigger events, bigger stunts and really, really big air! We can't wait...

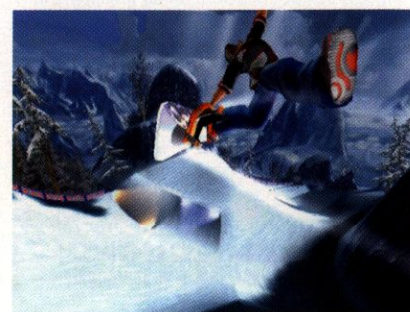
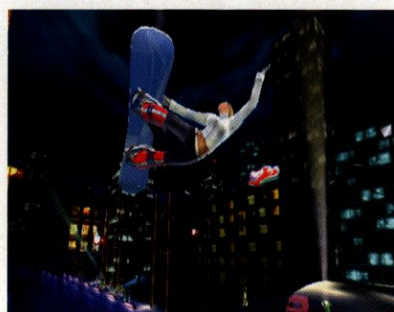
In a world of crap early PS2 games, *SSX* shone way and above them all, showing what the little black radiator could do when pushed. EA isn't stoopid, so they had *SSX Tricky* follow closely behind. Now you may think a third outing is pushing it, but you'd be wrong. This is *SSX* in overdrive, a third chapter aiming to top whatever has come before. The new game is set to take a fresh approach for the series, creating a free-roaming environment and adding some impressive new modes and stunts.

This new free-roaming structure completely opens up the game. Instead of having linear levels to select and compete in, *SSX 3* features one huge mountain with three ominous peaks. As you progress, you work your way up to the highest peak, where not only do the courses and opponents get tougher, but the weather becomes a significant factor; blizzards obscure your vision and high winds push your character off piste. But it's not just the highest peak. Even the second peak is tough going, with all

kinds of environmental hazards hampering your progress (falling trees, avalanches, etc).

FLEX ON

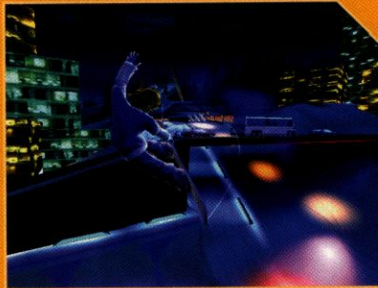
Aside from the welcome changes in the game's structure, there's quite a change to the array of moves you can execute. One such move is the board flex move. Holding the stick Up or Down holds the nose or tail, which you hold for as long as possible while maintaining balance. There's no balance



HALF-PIPE HEAVEN

YOU DON'T JUST TACKLE THE MOUNTAIN; HIT THE STREETS WITH YOUR SKILLS

This giant gutter pictured is one of the most impressive half-pipes we saw in *SSX 3*. Accessible early on in the game, you must leap up and down whilst busy traffic races up either side of the pipe. Pick-ups are available, but you must get enough speed to jump high enough to get them. You can actually land in between traffic, but make sure you get out the way quickly!



meter; your character flails his arms to show which way he's leaning too far. Uber tricks now have three different levels. To reach each level, players must pull off an Uber move. After pulling an Uber move, players can then do a second level Uber move, and so on.

As significant as the new moves is the wipe-out recovery feature. When you bummer up a trick, pressing the 'X' button twice (or repeatedly) helps your character recover quickly from a bail. This helps recover speed, and thus means it's not the end of the world

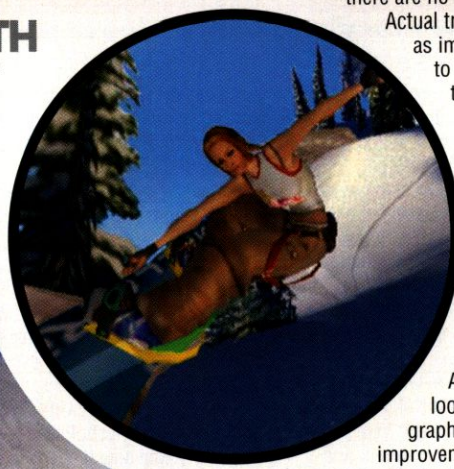
when you wipe out. Another addition comes in the game's battle system. Aside from dishing out the usual punches and kicks, blocking is now possible. Another interesting tweak is the danger meter. Pulling off tricks in danger areas, like in front of an avalanche, gets you cash to buy new outfits and tunes.

GOING DOWN

The mountain can be looked at as one massive course. Heading down top to bottom can take up to half an hour, and

"ONE HUGE MOUNTAIN WITH THREE OMINOUS PEAKS"

▼ This time, not only can you punch opponents, but you can block their attacks too



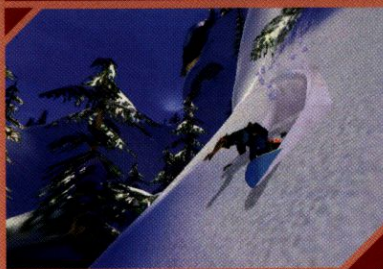
there are no loading screens in between. Actual tracks and courses are just as impressive. You're not limited to just mountain courses, though. Expect to be outrunning avalanches one minute and leaping between busy streets filled with traffic the next. Plus you may be flying down a steep slope through some dense cloud cover to find totally different conditions beneath.

Although *Tricky* was a great-looking game, *SSX 3* is a graphical leap forward. Obvious improvements are things like the snow. You may not notice it, but there's 30 varied types of snow. The draw distance is incredible also, and the game runs at a blistering frame-rate even at this stage of development. It's shaping up to be another superb *SSX* game. Expect a review very soon indeed. ■ BEN KEEN

PS2 FIRST PLAY VERDICT

With so many improvements and additions, it's an unstoppable avalanche of gaming goodness.

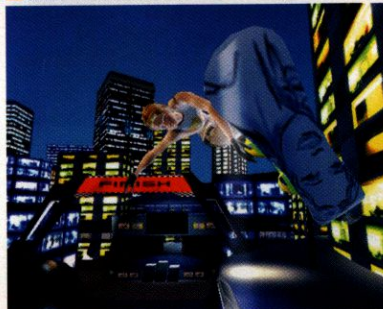
PS2 HISTORY



Unlike previous *SSX* games, you now have an open play scheme. No tracks, no barriers. Old board marks show you the flow of the course. Nice.



▲ *SSX 3's* environments are ultra realistic and frankly, stunning



FACTS

WHAT CAN YOU EXPECT FROM *SSX 3* ON OCTOBER 24TH...

■ **OPEN MOUNTAIN ENVIRONMENT:** Get dropped onto the lower peak of the biggest mountain you've ever seen. You'll be able to seamlessly board from one enormous area to the next.

■ **CHARACTERS:** Four new rivals: crazy Swede Viggo, mountain man Nate, 12-year-old phenomenon Griff and the talented and sexy Allegra.

■ **RICH, NATURAL GRAPHICS:** *SSX 3* boasts amazing graphics that show details like incredibly realistic shadows and snow that sparkles, reflects light and even blows in the wind.

■ **MORE TRICKS:** There is a collection of new Uber Tricks where users can combo and hold. Not only will *SSX 3* have the addition of specific Uber tricks on rails, users can even perform hand plants. With the new board press tricks, gamers can extend a combo string.

■ **SOUNDTRACK:** An adrenaline-charged soundtrack from such artists as the X-Ecutioners, Felix Da Housecat, Queens of the Stone Age, N.E.R.D., and many more.

■ **PLAY HOW YOU WANT:** With *SSX 3*, users can choose how they play and progress. You have the option of competing in a variety of events (Race, Big Air, Slope Style, and Super Pipe), or at the last minute, opting to take off and Freeride.

■ **BIG CHALLENGES:** Take on any number of unique challenges as you explore the mountain world. Grind billboards and even hand-plant the fence line. There are over 100 challenges to board again and again, if you can be arsed.

■ **CUSTOMISATION AND REWARDS:** *SSX 3* has also expanded the character customisation and rewards system. You'll earn medals and trophies to fill up your trophy room, level up your riders' abilities through a deeper attribute system and even rename the peaks as you master them.

**PUBLISHER:**

THQ

DEVELOPER:

Outrage Entertainment

ON SALE:

September

NO. OF PLAYERS:

1

www.alterecho.com

UP AGAINST IT?

Can *Alter Echo* compete with anime favourite *Zone of the Enders: The Second Runner*? We think it's likely.

**SWEET!**

This game will have a packed extras section, including two features about the in-game music and 'The Making of *Alter Echo*'.

ALTER ECHO

OPEN YOUR MOUTH AND SAY 'AHHHHH.' WHOOPS, WE'VE GONE AND FALLEN IN...



▲ Time Dilation Puzzles: use your Time Dilation ability to interface with switches and environmental puzzles. Guide your chain of moves around obstacles and through specific target areas

Alter Echo is weird. And a bit pervy. Nevin, the game's main character, is oblivious to his particular plight. He's suddenly dropped into a soft and pulpy world filled with breathy voices and odd, disjointed sounds. Understandably disturbed and needing to figure out exactly what's going on, his train of thought is interrupted by the voice of the EchoPlast – an all-consuming sentient creature with bio-circuitry so powerful it can manipulate time. But here's the difference. You're inside it, and covered in it. Eww.

This creature has been crafted from a precious substance called MultiPlast. Found only on Nevin's world, Proteus, it's possible for rare psychics called Shapers to telekinetically mould this bizarre substance into anything they wish. It soon becomes clear that Nevin is, in fact, a Shaper, and he's landed at a remote research post to investigate the dubious, megalomaniac activities of veteran Shaper Paavo, creator and captor of EchoPlast. On your journey the Echo

is all around, with hundreds of creatures spawning from it to attack you. But the Echo wants freedom from Paavo, and has slided you with an EchoPlast bodysuit allowing you to change shape and manipulate time in order to help it break from his evil clutches.

IN THE NODE

Elements of this game, together with Nevin's bug-like guise, remind me of that old Interplay title *MDK2* (Kurt's bodysuit was similarly gadget-laden). Although this game is, thankfully, far more unconventional. Nevin's unique attribute is being coated in the EchoPlast's flesh. However pappy this might sound, it opens up a dazzling repertoire of tricks and introduces a unique aspect to combat. Because Nevin is a Shaper, he can change between Melee, Gun and Stealth Modes on the fly during combat, meaning in effect you're playing with three sets of special attacks and moves. Also, a special Time Dilation ability allows you to stop time and cue up a chain

of attacking moves. There are so many ways to approach the enemy: juggling patterned attacks, those morph attacks, combos and buddy juggles (where different allies fight in conjunction with Nevin). We'll have more on the real substance of *Alter Echo*'s combat in next issue's review.

GET YOUR DALI FIX

Although this game certainly doesn't blow you away in terms of its overall graphical standard, the whole idea of *Alter Echo* is pretty amazing. Because the game space is in fact a living, breathing entity, you really want to explore further. Its surreal nature makes

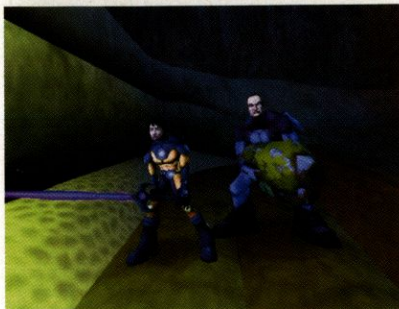
▼ Proteus is the only planet where the precious MultiPlast can grow



**"DROPPED INTO
A SOFT AND
PULPY WORLD"**

WATCH AND LISTEN

For Time Dilation attacks, your timing and rhythm need to be just so. Press R3 to activate Time Dilation skills when near drones and you've a short amount of time to enter a series of button presses (Up, Down, Left and Right). To succeed in completing a combo, you must hit the correct button when the previous shape on the screen is crossed by a line-flash of white light. It's like a rhythm action game. As you build up the combo, this white line increases its speed. It may take you a while to grasp, but once you do, you might be able to perform anything up to an 80-hit combo. Truly satisfying.



PS2 FIRST PLAY VERDICT

Exciting and innovative combat with mega combos.

"THE GAME SPACE IS A LIVING, BREATHING ENTITY"

you feel like you've dropped into some beast's lower bowel, throat or eye socket, where psychedelic portals are activated to open up pathways resembling arteries and intestines. Outrage has also developed what it calls Post FX technology, responsible for the appropriately warped visual effects, camera filters and screen distortions. This, combined with the vivid colour used throughout, works really well, right

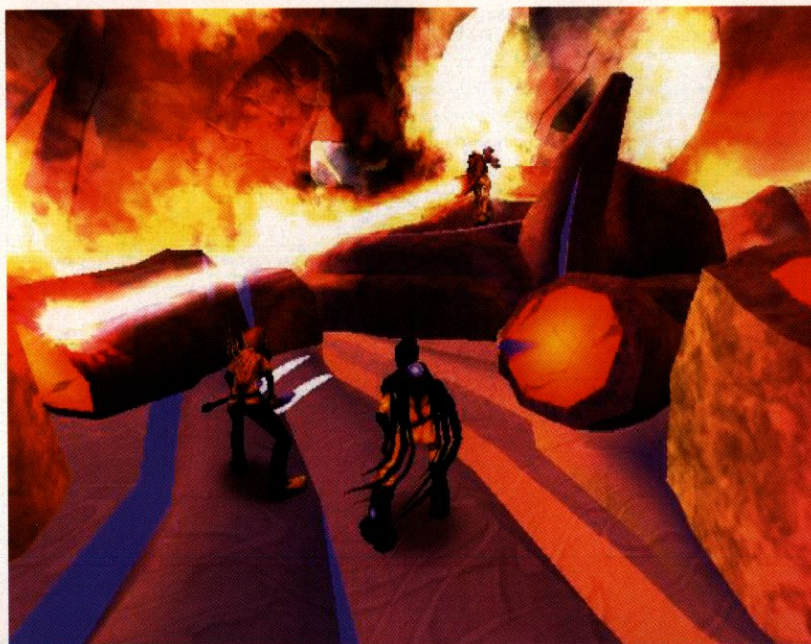


from load screens through to actual gameplay. Also, soundtrack and special effects aren't merely incidental as with many games. Sound is crucially important here (as the extra features will explain), and the ever-present unusual mix of sounds, sped up and slowed down, are actually characteristic of AE's combat.

Despite having fairly ordinary enemy design and stock objectives, what's of interest with *Alter Echo* is that living environment and the totally unique combat system. The extra powers the Echo gives Nevin and the harm it can potentially inflict upon you and others should make a difference between this and other action adventures. ■ LISA ASH

SCHIZO HERO

You begin in the default Melee Mode (using sword combos for rapid attacks). Then, as the game progresses, you have the ability to juggle all three combat modes. In Gun Mode, Nevin transforms into a giant mech, complete with dual purpose gun, and in Stealth he's a sucker-footed creature, becoming invisible and climbing special 'stealth paths' to assassinate foes. Invisibility and firing certain shots drains Nevin's PolySuit energy. However, give this a short time and it recharges automatically. A three-in-one game character – not bad going.



▲ Buddy characters Stone and Arana fight with you in certain areas of the game, and they have their own special moves you can trigger by executing combos



▲ Time Dilation can only be activated when the gauge is topped up. Do this by picking up power-ups dropped by slaughtered drones or by collecting power-ups within the time dilation screen



Q&A

MIND WARP

Andy Abramovici, Outrage's creative manager, talks twisted and fantastical...

PS2: How would you describe the game?

AA: Just about every element of *Alter Echo* I'd call fantastical, from Nevin's cool suit forms to the twisted enemy design to the trippy look and feel of the very planet itself.

PS2: It's a surreal graphic style. Can you tell us why you decided on this?

AA: We felt that by taking a sci-fi and fantastical approach, we could blast off and find ourselves in a place that no game has really been before. Surreal, weird, trippy, epic – it's stylistically all these things and more, depending on the eye of the beholder. No matter how *Alter Echo* is received by the mainstream, I'm glad it was given the chance to do something original. That was a very important goal for our team.

PS2: Tell us about the chaining system.

AA: You can follow any move in any suit form with any other move in any other form. For example, juggle a guy in Sword form, then morph to Gun and blow him away in mid-air. Or, when in Gun form, bring a victim closer with a boomerang shot, morph to Stealth, pounce on him, hit him with a few slaps and morph back to Gun (which puts the poor bastard on your barrel). Then fire him over a cliff or into a cluster of other bad guys. If you can conceive it, you can pull it off. The system's very open-ended and definitely rewards creative players.

PS2: The game's got a very distinctive soundtrack...

AA: Depending on the game context, it varies between some orchestral passages, some more mellow ambient stuff and some techno beats. The Outrage studio is about an hour away from Detroit, and man, do these guys all love the Detroit techno scene. It's an eclectic score, but as you suggest, it seems to fit the visuals and action pretty well.

PS2: Who are your personal sci-fi heroes?

AA: You mean besides Nevin, I take it (smiles)? Gosh, how do you choose from so many? I'd say Spider-Man, Han Solo and Chewbacca, Mad Max, Rockatansky, the Alien, Gandalf, Sirius Black and without question Tom Baker's Doctor Who. Tom Baker is definitely near the top of a short list of people I'd like to meet. Does that make me a total geek?

**PUBLISHER:**

THQ

DEVELOPER:

Kuju Entertainment

ON SALE:

September

NO OF PLAYERS:

1-4 (8 Online)

<http://www.kuju.com>**UP AGAINST IT?**

Will *Fire Warrior* be able to fend off the great potential of *Judge Dredd vs Judge Death*? Or maybe the comic-inspired *XIII* will just shade it for the gaming public.



▲ No time for team talk, there's killing to do

FIRE WARRIOR

IT'S THE FUTURE, AND EVERYTHING HAS GONE TO HELL IN A HANDBASKET. CUE YOU, SOME GUNS AND SOME BAD-ASSES CALLED THE IMPERIUM...

Fire Warrior is set in the supremely-popular world of *Warhammer 40K*, the tabletop wargame from Games Workshop. The source material may be geeky, but this futuristic first-person shooter is all about filling people full of lasers, lead and explosives.

Fire Warrior sets you in the role of Kais, a Tau warrior. This fella has 24 hours to bust some heads, rescue some head honcho from The Imperium and come back alive. Not bad for your first day on the job.

First impressions are that this is an attempt to replicate the success of the seminal *Halo*. This is apparent in so many ways, such as the recharging shield, the two-gun limit and light-blue menu system that precedes the action. Let's hope it can achieve even half of the success of that game.

At the moment, the game is very linear, something which Kuju isn't afraid to admit. It has a similar tone to the classic Second World War game *Medal of Honor*. In fact, the first level sees you running through trenches seeking an extraction point while all hell breaks loose around you. Tanks roll by,

fighter ships fly overhead and strafe the trenches, machine gun emplacements must be taken control of and you get a sense that Kuju has taken two great games and smashed them together.

At the core of the game, there's little more to do than shoot things, collect keys and push buttons. But, with a little tweaking, Kuju could have a classic on its hands.

Fire Warrior is of a high standard in the visuals

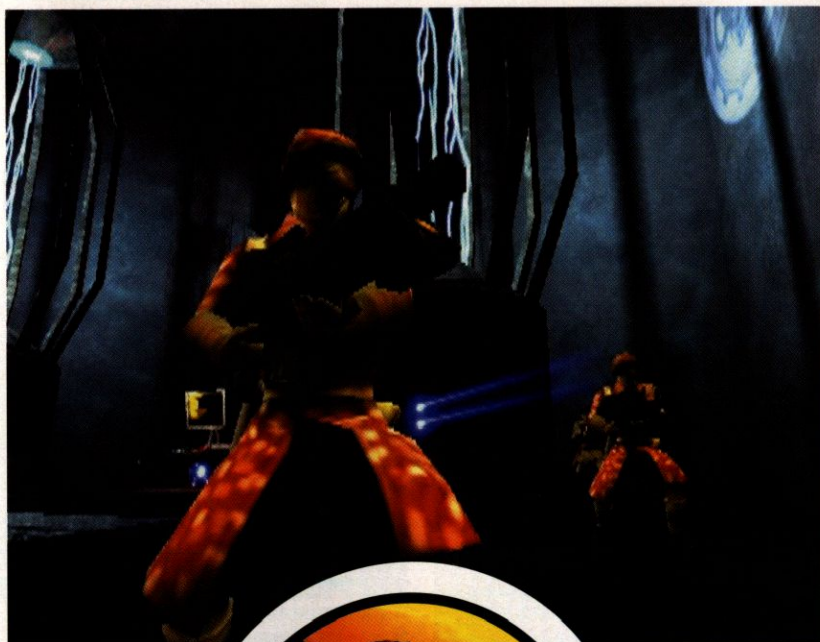
▼ It ain't like dusting crops



department, and doesn't suffer from many problems. Lasers stream down, objects have a solidity to them, heat haze pours off your gun muzzle and the architecture is handled with aplomb, reminiscent in style but far superior to *Quake II*. But by the same token, the levels feel bound by a simple palette and gaudy lighting that would put Joel Schumacher's *Batman and Robin* to shame. Character models are nicely detailed, and a cursory glance at the

▼ Some of the levels look stunning





▲ Imperium troops defend their position

Games Workshop catalogue it looks as if everything has been modelled accurately.

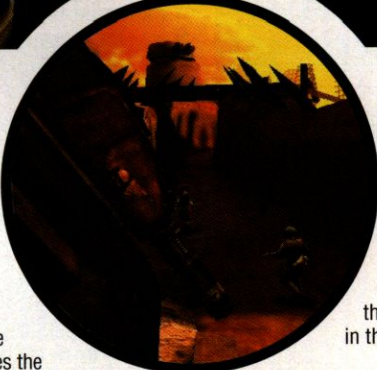
In the audio department the game's a booming, shout-filled war. Well-scripted voice-overs guide you, and the game features the welcome gruff voices of Brian Blessed and Tom Baker. And the implementation of 5.1 surround sound promises some ear-splitting battles with chunky firearm effects and explosions ripping through.

To top it all off, Kuju is promising some tantalising multiplayer games – two-player split-screen or, if you fancy it, i-link and internet gaming for eight players. There are three games planned; Deathmatch, Team Deathmatch and Capture the Flag. The action takes place across six levels, ranging from a dirty industrial complex to pristine starships.

The only thing that really lets *Fire Warrior* down is the AI, which makes the village idiot look like Einstein's more intelligent brother. Grenades are tossed and stepped on and

"IT IS LINEAR BUT IT'S ALSO A BOOMING, SHOUT FILLED WAR"

▼ Fire Warrior doesn't ease up on the blood



covering fire is laid down and ran into. The Imperium really is its own worst enemy. THQ assures us this is a top priority for the Kuju team before the game's released, and hopefully they'll be a bit more efficient in their teamwork.

Another point of concern is the long reload times of the weapons and their occasionally apparent ineffectiveness, reproduced precisely from the *Warhammer* rulebook. The development team might want to risk the wrath of Games Workshop zealots in favour of more exciting gameplay.

Fire Warrior isn't far off being a must-have title for the PS2. With a bit of concentrated work on the AI and a bit of polish, it could be something to show off to your Xbox-owning mates. ■ KEVAN MANDER

▼ The atmosphere of war is thick



PS2 HISTORY



Reign of Fire, Fireblade, Lotus Challenge and even *Microsoft Train Simulator* grace Kuju's portfolio.



▲ Like WWII, but 40,000 years in the future



▲ One of the Imperium weapons

PS2 FIRST PLAY VERDICT

With just a few fixes, *Fire Warrior* could shape up to be one for your Christmas list.

Q&A



PYRO TECHNIQUES

Lead designer **David Millard** takes a break from playing with fire to tell us more.

PS2: How do you go about transferring a tabletop wargame to console?

AM: The first and most important thing we did was to form a good relationship with Games Workshop. We worked closely with them on the creation of the story and characters, occasionally borrowing some of their artists to create unique concept work for the game.

PS2: Do you have to be familiar with the *Warhammer* 40,000 universe to play the game?

AM: No. From the start, we wanted to make a fun and easy-to-pick-up game that anyone could enjoy. So the story is introduced as if you know nothing about the universe. However, it was also import that we portrayed the world as accurately as we possibly could, as this would please the fans and introduce this rich environment to the newbie.

PS2: What are the game's influences?

AM: We wanted to borrow on the atmosphere generated by *Medal of Honor* and obtain that feeling of a war raging around you. We also drew upon the quality of combat seen in *Halo*, and endeavoured to ensure that even the simplest encounter was fun and engaging. We took inspiration from *Aliens Vs Predator* in terms of mood and fear factor, and finally, we looked at *TimeSplitters* for its quality of animation and sense of fluidity.

PS2: What other WH40K races are we likely to see aside from the Tau and Imperium?

AM: Well, the Tau and the Imperium are two races packed with interesting characters and a vast variety of weapons. There was plenty of scope already to have a wide diversity in enemies to fight in *Fire Warrior*. But we needed a major foe, so there was only one place to look – but you'll have to play the game to find out the details.



PUBLISHER:
EA Games
DEVELOPER:
EA Black Box
ON SALE:
November
NO OF PLAYERS:
1-2 (1-4 Online)

www.eagames.com

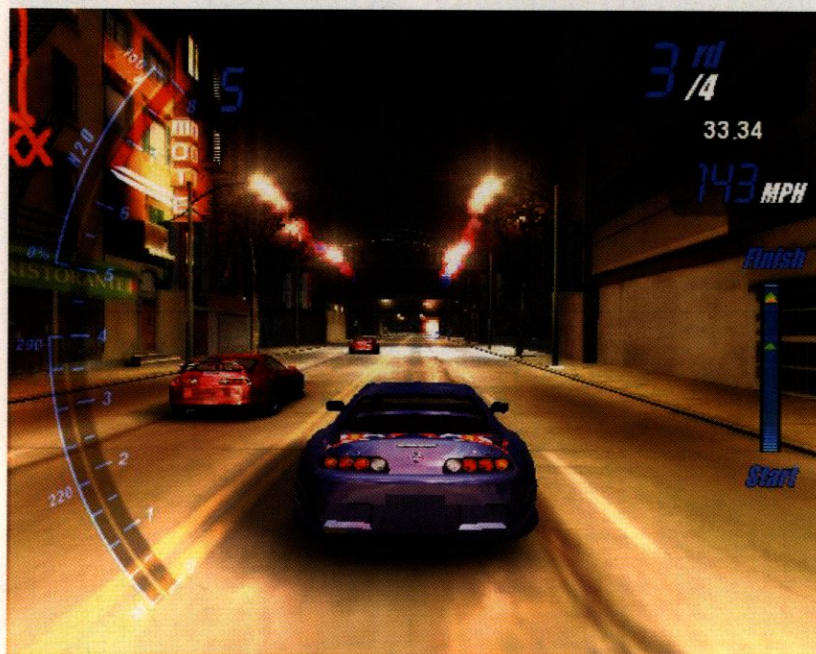
NEED FOR SPEED: UNDERGROUND

JUST WHEN GT4 THOUGHT IT HAD THE NEXT BIG CAR GAME SEWN UP, ALONG COMES A FAST AND FURIOUS-LOOKING CONTENDER...

SWEET!



Don't look back in anger, look back and go phwoar! Look at my skills!?!



▲ The drag races are superb. Choose your vehicle and make sure you're spot on with your gear changes to maximise your speed

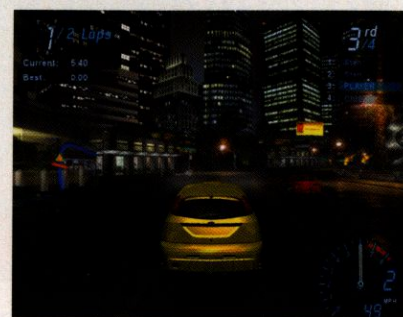
With *The Fast and the Furious* films doing big business, it was rather predictable that the next *Need For Speed* title might take on the world of illegal street racing. And so *Underground* sneaks into view while others are dazzled by *Gran Turismo* and *Colin McRae* sequels. But are their loyalties misplaced this time? Is there a new messiah on the horizon? 'Yes, yes, yes', the juiced, nitro-powered, four-wheeled beast on screen seems to say as I slip into EA's games room for a sneak preview.

If *Need For Speed: Underground* was a chick, it'd be Salma Hayek. Dark, exotic-looking and sexy as hell, but with enough depth to keep you interested long-term. Like *The Fast and the Furious* films, you're initially presented with an array of sexy vehicles. There's 20

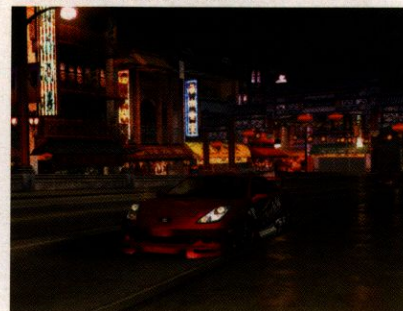
fully customisable, licensed cars from Mitsubishi Motors, Subaru, Toyota, and many more to enter the game's varied events.

GOING IN DRAG

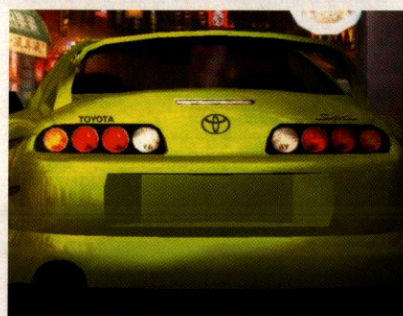
Highlight events include Drag Racing, where you power off a start line against three other racers. Basically you're going straight on, hitting the gear changes with pinpoint precision (if you can). You must also avoid traffic crossing ahead, all the while making crucial gear changes to avoid the engine burning out. Then, when the top speed is there, you power the nitro to accelerate the car beyond the brink of normal speeds. It's a thrilling spectacle, enclosed in an urban tunnel of steel rafters and black streets. The only small drawback is the lack of vehicle damage. I mean, you can smash into a car at 200mph without so much as denting it. But the game tells you it's out of commission, as a wisp of smoke trails from the bonnet. A shame, as you'd think EA might have drawn a



▲ Popping down the shops for a tin of beans...



▲ Chinatown's neon glow reflected in the superb wet road surface



▲ Expect an array of licences in the new game, from Ford to Toyota



▲ The lighting effects are some of the most impressive on PS2 yet

little inspiration from the street-racing excellence of *Burnout 2*, especially its over-the-top crashes.

HOW DO I LOOK?

Despite the lack of smash and crash, *Need For Speed: Underground* does offer something unique in compensation. Instead of making you flip back through the replay, you get to see any major jump from an angle in reverse. A neat trick which allows you to check out your jump in a split second without interfering too



PS2 HISTORY

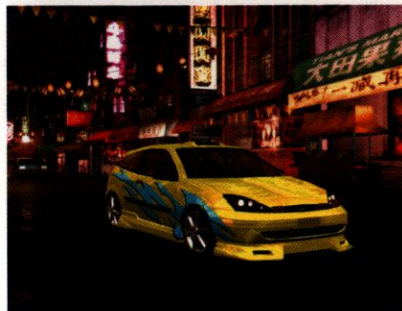


EA's in-house development team is behind the last *Need For Speed* game, *Hot Pursuit 2*, and also the *NHL 2004* game.

"LOOKING A LOT MORE SEXY THAN GRAN TURISMO 4"



▲ Can this be more fun than *Gran Turismo*?

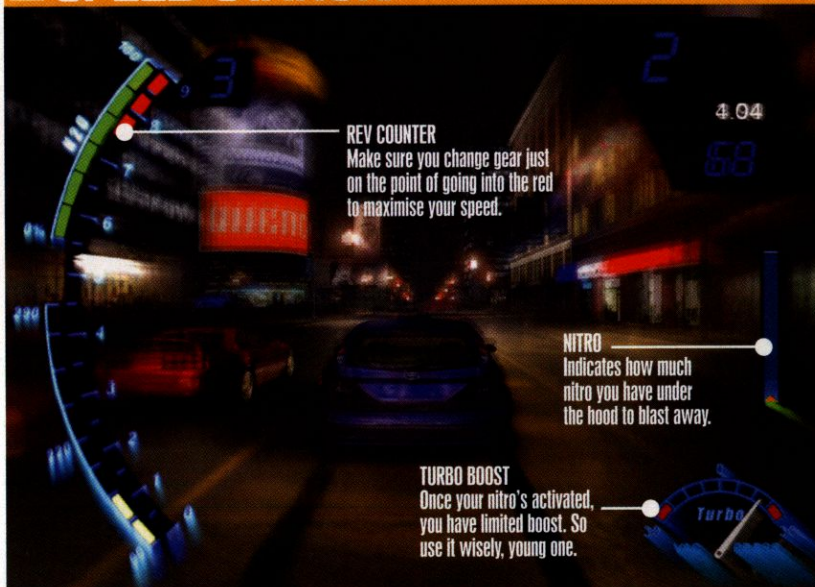


▲ Once you've customised your dream machine, take to the streets!

much. This is particularly good when your vehicle's at its customised greatness. Another big chunk of *Need For Speed: Underground's* appeal is its customisable options. There are literally hundreds of ways to customise your ride. Players can pick from some major aftermarket parts manufacturers to hand-craft 20 fully customisable licensed cars. So if it's luminous green with ruddy great nitro superchargers you want, you've got it. But you need the cash, and that means winning races on some of the toughest urban courses around.

Aside from the superb game modes, custom facility and online functions (which are set to include support for up to four players on broadband), *Need For Speed: Underground* looks like the proverbial dog's dangle. Heavy on the neon and set in the pitch black of night, the game perfectly recreates the mood of the urban street racing from *The Fast and the Furious* movies. Wet city streets steam with friction burns as you drift effortlessly around a glimmering area in Chinatown. The wet, of course, reflects the lights and the effect, though simple, is so well

SPEED STATION



REV COUNTER

Make sure you change gear just on the point of going into the red to maximise your speed.

NITRO

Indicates how much nitro you have under the hood to blast away.

TURBO BOOST

Once your nitro's activated, you have limited boost. So use it wisely, young one.



▲ In the final code, you can upgrade and customise your car to your desire. Alloys, spoilers, bodywork and more

done you'd be forgiven for being extremely over-stimulated.

A NEW HOPE...

Like previous titles in the series, alternate short-cuts and sections are available. But simply taking them isn't good enough. You still need tip-top driving skills to make it through in any decent position. Mastering drifting is essential to make sure you don't slow down unnecessarily. A good start is essential also, and the superb on-screen revs meter helps you master the art of a perfect off-the-line blast-off.

Once you're off, it's a hair-raising affair. Chairs and tables outside restaurants beg to be smashed, short-cuts flit in and out of view and neon signs stream into a blurry streak. Then the walls close in as you hurtle uphill toward a raised crossing bridge for a huge jump and it hits you. This is a hugely enjoyable racing game already, and they haven't even finished it yet!

Let's face it, an urban street racing game is a lot more sexy than *Gran Turismo* or some rally

racer called *Colin*. *Underground* offers a fresh new look for the series, taking advantage of a growing trend to provide a superb antidote to dull racing games. The drag race, varied modes, customisation and online support all make the game appealing. It looks fantastic at this stage, with more complex tracks and variation promised for the final game. Its only clear drawback is the lack of *Burnout 2*-style crash sequences to go with the high-speed collisions. It's sexy, though, and as long as there's plenty of diversity between tracks, the customisation option is fun and the online works well, this could be massive hit and a serious contender for that PS2 racing throne. If *Gran Turismo* is the daddy of racing games family, then this is the sexy au pair everyone may prefer to ride come this November. ■ BEN KEEN

PS2 FIRST PLAY VERDICT

Stunning to watch and thrilling to play, *Underground* is aiming to provide the ultimate night-time urban racing experience.

FACTS

WHAT YOU CAN EXPECT FROM *NEED FOR SPEED: UNDERGROUND*...

■ **TWENTY FULLY CUSTOMISABLE, LICENSED** cars are included in the game, from Mitsubishi Motors, Subaru, Toyota and many more.

■ **SEVERAL RACING EVENTS** are featured, including the following...

Drag Racing: Explode off of the line with three other racers, on the brink of control, as you race for the finish line.

Street Racing: Heat up the cold city streets with some high-octane, high-speed racing, finding the fastest lines through a variety of open city race courses.

■ **HUNDREDS OF WAYS TO CUSTOMISE YOUR RIDE.**

Pick from major aftermarket parts manufacturers including AEM Inc, Audiobahn, Bilstein, Dazz Motorsport, DC Sports, Eibach, Enkei, GReddy Performance Products Inc, HKS, Holley, InjenTM, Jackson Racing, MOMO, Neuspeed, Nitrous Express Inc, O.Z, PIAA, Skunk2 Racing, Sparco, StreetGlow and Turbonetics Inc.

■ **THE URBAN NIGHT-TIME ENVIRONMENTS** are

modelled after a variety of highly detailed real-world urban landscapes claims EA. A new sensation of speed has been created in the game by the award-winning *Need For Speed* team says the publisher.

■ **OVER 100 UNIQUE EVENTS** give racers the opportunity to earn cash, buy more upgrades and unlock cars and tracks while increasing their street reputation.

■ **A DIVERSE COLLECTION OF HIGH-OCTANE MUSIC** keeps the game rolling.

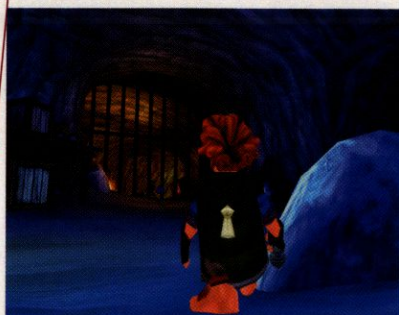
■ **ONLINE SUPPORT** for up to four players.



PUBLISHER:
Sierra Entertainment
DEVELOPER:
Inevitable Entertainment
ON SALE:
November 22nd
NO OF PLAYERS:
1

<http://thehobbit.vu-games.com>

Hobbit



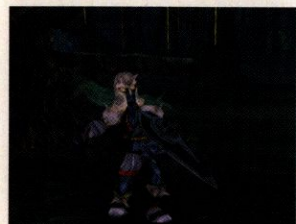
▲ Chopping, running and jumping is in full-on, vibrant Technicolour



▲ This put-bellied fella is Bert. You'll meet him in Roast Mutton



▲ A trip to the Troll Hole



▲ There have been some additions not true to the book, like robots, elf girls and a kidnapped dwarf

"A BRIGHTLY-COLOURED ZELDA WANABEE"

THE HOBBIT

BLIMEY. IT'S NO WONDER HOBBITS HAVE A TENDENCY TO GROW UP CRUSTY OLD MISERIES. JUST LOOK AT HIM. HE DOES NOTHING FOR THE CAUSE OF THE GINGER NUT, DOES HE?

Sierra's Bilbo Baggins can hardly be described as an atypical 'cute' platform hero. Tapping into a different market, *The Hobbit* offers younger Tolkienites the chance to play as Bilbo and game through a (near) exact story of the prelude to *The Lord of the Rings*.

MIDDLE-GIRTH

The game plays out like the book, and between the 11 levels, narration accompanies turning pages and dusty-looking sketches. This is childishly fitting, and all in all, the game does follow the story, with Bilbo encountering goblins, orcs, trolls and a dragon partial to toasted hobbit. He uses his different skills to meet varied challenges. For a squat chap, Bilbo's quite versatile and all the basic platform moves are simply controlled

(jumping, climbing ropes, shimmying, grabbing ledges). He can swing a stick (also using this to volley over crevasses), chuck rocks and dispose of enemies with a downward smash of his luminous blue sword. You can also beat up your many opponents with a range of simplistic combos. And if you suck up Courage Gems, you can automatically upgrade skills and vitality. Puzzles are scattered about, usually involving cracking open treasure chests using hand-eye coordination skills. These increase in difficulty throughout the levels, and some are booby-trapped. If you go wrong you may get a squirt of poison in your mush.

Originally destined for a September release, *The Hobbit* has slipped. This is good news as it allows valuable time to add more enemies and iron out the graphical glitches. It's a brightly-coloured swiping, running and jumping Zelda-wanabee, but we're still unsure of its wider appeal. ■ LISA ASH



FAST FORWARD

Tolkien's goodly hobbit travels to Bag End to lift the treasure from a dragon called Smaug. Before he can do this, he goes through various quests and sub-quests. Near the start you must play through a dream sequence which gives you a taster of the action later in the game. Here, Bilbo is fighting in the Battle of Five Armies before it cuts to the more sedate start of gameplay proper in *Hobbiton*.



▲ True to the book, Bilbo starts his adventure here in Hobbiton.

PS2 HISTORY



Vivendi is also currently working on *The Lord of the Rings: The Treason of Isengard*, which again works to stay true to the fiction.



▲ Lots of enemies should keep up the pace



PS2 FIRST PLAY VERDICT

A no-surprises platformer, specially for the Tolkienites.



3-2-1 OBLITERATE!



CRASHING
INTO
ARGOS EXTRA
AND
TOYS 'R' US
STORES NEAR
YOU THIS
AUGUST!

**AWESOME RC BATTLERS
WITH INTERACTIVE IMMOBILISING 'HOTSPOT'.
GET READY TO BATTLE!**

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DISTRIBUTED
IN THE UK BY

F.E.V.A.

DEVELOPED BY

Logistix



PUBLISHER:

Capcom

DEVELOPER:

Capcom Digital Studios

ON SALE:

February

NO OF PLAYERS:

1

www.capcom-europe.com



MAXIMO VS THE ARMY OF ZIN

FLASHING HIS FLESH FOR KING AND COUNTRY, MAXIMO'S BACK TO FACE THE ARMY OF ZIN...

PS2
FIRST
SHOTS

▲ New, improved Maximo, now 50% bigger!

Maximo was a challenge. It presented us with so many narrow escapes and near-death experiences, yet still remained a fun experience. To make more of the adventure for *Army of Zin*, the dev studio has listened keenly to its audience. Now you can expect stronger

combat, an extended set of moves, new reward systems, special boxer shorts, less merciless platforming and a deeper involvement of one of Maximo's old mates.

Only eight months have passed since the previous game, and the boy has grown. In the first game, Maximo made an ally of the Grim Reaper by

collecting souls of the undead. The game's opening has them both still searching for Princess Sophia, when a peculiar clockwork monster attacks, powered by captured souls. From then on, Grim again needs Maximo's help to collect souls whilst our hero battles through the Crystal Mountains and the Dead Seas to uncover the secret of an ancient evil called the Zin.

▼ There'll be more interaction between Maximo and other characters



More plot-driven, the game gives more purpose to the characters Maximo encounters. To really get the most out of the game, you need to save those innocent village folks caught in your crossfire. Rewards such as extra armour and money can be gained in exchange. Also, these characters give you the meat of the story. As

▼ Maximo's personality shows through the more plot-driven gameplay



SWEET!



Maximo's transformation into the Grim Reaper introduces more effects and a darker side to the gameplay.

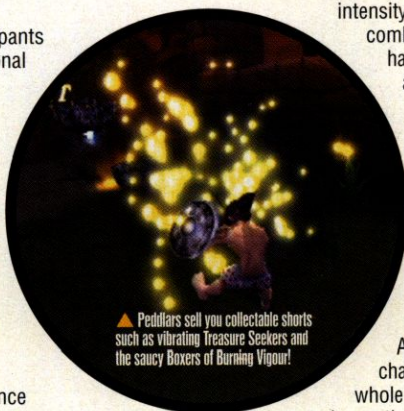


▲ This ledge grab is a new move. If you jump and miss your spot, stick out your sword and flip yourself up. Saved from the fiery pit!

an extra incentive, Capcom's currently working on a bonus system to reward hard-working players who manage to save all the innocents in the game.

VIBRO PANTS

Maximo's signature pants make a multi-functional return, with the introduction of collectable boxer shorts. More than just covering up his modesty, now they actually do something. As you move around the world, players can buy new boxers with magical properties, like the Treasure Seekers. Once you possess these, your controller begins to vibrate when near buried goodies, removing those hunting-high-and-low frustrations.



▲ Peddlars sell you collectable shorts such as vibrating Treasure Seekers and the saucy Boxers of Burning Vigour!

"LESS MERCILESS PLATFORMING AND A DEEPER INVOLVEMENT"

MAXI-MISE

With *Maximo*, once you'd accomplished certain techniques, there wasn't really any further you could go. But here, the developers intend to add depth and intensity to the hack-and-slash combat. Our hero's move set has grown, and starting with all the acquired moves from the first game (the Throw Shield, 360-Degree Spin, etc), you go on to discover 30 new battle moves. This should allow more room for improvement, whereby you can stumble across moves to discover fresh combos. And not forgetting the challenge of mastering a whole new repertoire when you play as the Grim Reaper. Also new is the Vanquish bonus system, where you reap rewards by fighting faster, smarter and more furiously. And as you move deeper in, Maximo gains even more powerful abilities, stronger armour and new weapons.

Credible, well-made 'reimaginings' can be a rare sight, and Capcom, ever ready to grasp a licence and exploit it to the full, is doing a good job with *Maximo*. Potentially, *Army of Zin* could deliver all that fans would expect from a sequel, and it'll be a pleasure to get our hands on our hero's boxers in the autumn. ■ LISA ASH

PS2 HISTORY



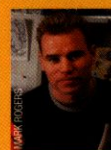
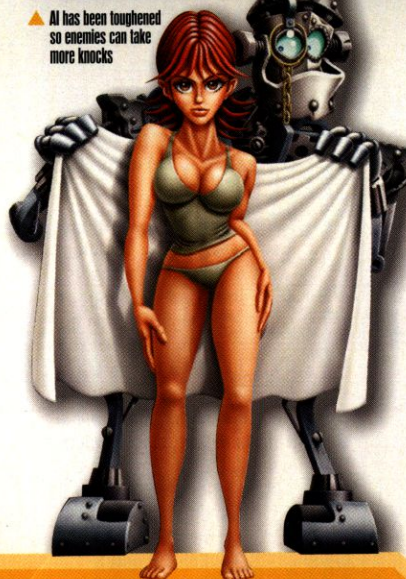
Maximo retained some of *Ghouls 'N Ghosts'* frustrating death-defying qualities, with one misjudged leap often resulting in plunging to your doom in a fiery pit or chasm.



▲ GR could be seen as a playable smart bomb, perfect for short, sharp shocks



▲ AI has been toughened so enemies can take more knocks



Q&A

MAXIMISE

We spoke to Senior Producer **Mark Rogers** and Lead Game Designer **Scott Rogers** to find out a few more cheeky facts.

PS2: Tell us about the Zin...

SR: They're a clockwork army powered by the compressed souls of the dead. Now, 'clockwork' may give the impression they're wind-up toys, but believe me, they pack a mean punch.

PS2: What about bosses?

SR: We only showed one at E3: the House-Crasher, which is a giant Zin that crash-lands into a house and ends up with just his head and legs sticking out!

PS2: Tell us one thing that won't re-appear in this sequel.

MR: Paying for saves is something that remains unique to the original title. So, in *Maximo vs Army of Zin*, I'm pleased to say the player can save at the end of every level at no cost.

PS2: And Maximo's moves?

SR: Some of these new moves now allow Maximo to attack with greater style and hostility. Personally, I really like Smack Up, which lets you juggle enemies, and 1000 Cuts, which unleashes a furious assault.

PS2: What about his weapons?

MR: In addition to his sword and shield attacks, Maximo can also pick up a huge hammer which is slower than the sword, but inflicts much greater damage.

PS2: Playing as Grim sounds interesting...

MR: Yeah, we had a number of comments from people who played the original game, saying how cool it would be to play as Grim, and so we thought it would be a great idea to implement it. The best way to think of Grim is as a 'playable smart bomb' that you can call on when things get tough. But as he needs to be summoned, players have to think strategically about the best time to use him.

PS2: So, the famous boxers have a purpose too?

SR: Yes, Maximo can don the Treasure-Seeker Boxers, which vibrate in the presence of treasure, and the Boxers of Burning Vigour, which give the player an edge when in his underwear. There are more, but I don't want to ruin the surprises!

YOU LOOK LIKE DEATH, MATE



Just to intensify warfare further, Maximo can explore his split personality by morphing into the Grim Reaper. To do this, he must collect souls until eventually the meter rises enough to summon Grim. Designed to be played in short bursts, he can lay waste to the more tricky areas with his own set of special moves.

PUBLISHER:
Ubi Soft
DEVELOPER:
Genki
ON SALE:
November
NO OF PLAYERS:
1

www.ubisoft.co.uk



CROUCHING TIGER, HIDDEN DRAGON

A SWORD BY ITSELF RULES NOTHING, DEAR GAMER. IT ONLY COMES ALIVE IN SKILLED HANDS...



SWEET!



A chance to re-enact those amazing treetop battles from the film.



▲ Fight choreography has been inspired by legendary action choreographer Woo-Ping Yuen

Deadly weapons, cool characters, stunning environments and some hi-flying martial arts action are among the things this game promises. In theory, the movie-based game *Crouching Tiger, Hidden Dragon* could pack a graceful smack to the chops. Although it's not without its problems, the action is feeling close to Ang Lee's movie.

For those of you who haven't watched the movie, it's a mystical story set in 19th Century China revolving about three characters and their search for a legendary sword called the Green Destiny, stolen by a formidable female assassin called Jade Fox. The

love story/coming of age aspects of the movie have quite rightly been glossed over in the game in order to get to the action. The licence has posed restrictions in that the story has to be told in a very linear way, moving through various chapters in the tale. However, Genki has been allowed to stray from path a little, with the addition of alternate endings that could put a different slant on things for the gamer.

You can play through the adventure as either of the key characters, and the martial arts

masters Li Mu Bai (Chow Yun Fat) and Shu Lien (Michelle Yeoh) and the rebellious Jen Yu (Zhi Zhang) are instantly recognisable. Yet, to achieve accurate likenesses and not have the stars provide the voice-acting is a let down. Nevertheless, Genki has gone for the second best option and the dialogue plays out in Mandarin.

Although at the time of our hands-on the code still feels at an early stage, the fight sequences feel almost there. Aside from the



ORIENTAL EXTRAS

You can follow Story or Special Mode, with the latter featuring the alternate endings checklist, costume unlockables (Chinese wedding outfits to the usual dodgy college girl garbs) and mini-games. Also, there's a side-quest where you can play through badlands bandit 'Dark Cloud' Lo's story.

WUDAN CLAN

Crouching Tiger, Hidden Dragon centres on the Wudan style of martial arts, which is all about flowing, yielding movements. The feel and look of this combat promotes fast action, and the acrobatic and graceful back-and-forth moves look and feel in tune with the film. Fans should enjoy seeing the pure theatre of this and the special attacks. Genki has completely re-thought the control scheme, replacing the old dual analogue scheme with a simpler design using face buttons, with two assigned for weapon moves and two for hand-to-hand attacks. Press L1 to dodge/defend at just the right time and this is where the real fight choreography takes shape.



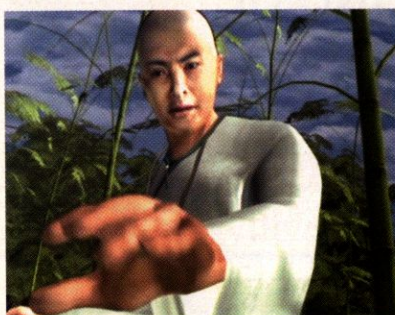
obvious, such as plot line, character resemblance, menu screens and FMVs, this is where the true feel of the movie is captured. After all, the licence potentially gives *Crouching Tiger, Hidden Dragon's* combat the edge, instead of it being just another hack-'n'-slash. It's looking like Genki could deliver on this.

FIGHT LIKE A BANSHEE

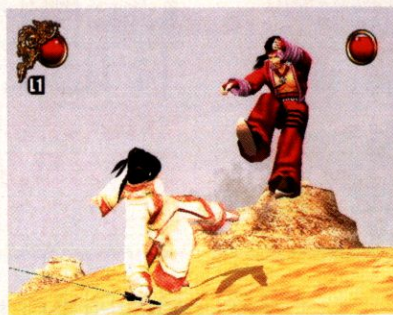
The player is gently introduced to combat, yet is instantly set on a learning curve. Armed with basic sword skills at the outset, you can toy with different moves to level up on skills, capturing souls (blobs of light slipping from your victims' bodies) to acquire more special attacks. There are also some RPG elements present, with the player gaining experience points, the collection of items and some exploring (eg. the search for Jen Yu's missing comb).

CLIMBING THE WALLS

Of course, wall running and roof or treetop acrobatics are not only a key to traversing



▲ Chow Yun Fat as Li Mu Bai, or not



▲ You can play through Dark Cloud Lo's story in Special Mode



▲ Each character must travel on their own personal quest

"ADDITION OF ALTERNATE ENDINGS"

areas, but can also form areas for battle. On travelling the rooftops, we noted character positioning after jumps can be askew at times, and an occasionally obtrusive camera needs correcting. Now, more on the downside. Pretty-much all locations from the movie appear sparse and need spicing up with more interactivity and greater detail. For example, visually, Lo's story seemed to have a way to go to emulate the breathtaking scenes from the film of the Xinjiang region overlooked by the Himalayan Mountains. Right now environments look more like generic martial arts game backgrounds, with buildings appearing too uniform and flat. The same can be said of clonish opponents, with little difference in features and how they're tooled up. This all needs pulling up to a par to become as full-on as the rest of the experience (combat, characters and sounds) which should make gameplay more enjoyable.

Movie licences usually prove a major disappointment, and *Crouching Tiger, Hidden Dragon* still has some way to go before it does justice to the movie. You can't help thinking that emerging well over a year after the film's release is ill timed. Despite these dodgy feelings, we're glad we've just heard Genki has decided to stall the release, as the combat shows huge promise and we hope the extra time is enough to round off the gameplay and iron out problems. ■ LISA ASH

PS2 HISTORY



Genki's softography includes *Kengo: Master of Bushido Blade* for PS2 and 1995's *Kileak: The Blood* on PSone.



▲ You know what they say about blokes with big feet

PS2 FIRST PLAY VERDICT

Moves are faithful recreations from the movie, but the game stills feels far from whole.

Q&A

A STATE OF MIND

We caught up with **Frank Horn**, producer on *Crouching Tiger, Hidden Dragon*.

PS2 : How hard did you have to study the movie? What other research did you have to do?

FH : We watched the movie over and over many times to absorb every detail, big and small, in the film. We also watched many other martial arts films to get ideas of how best to present the combat on screen.

PS2 : In what ways has this game stayed true to the movie?

FH : We did our best to capture the character likenesses, art style and grand visuals found in the movie. We made our combat look and feel like the martial arts you see on screen, not like the typical punch and kick most other brawler games do. We also used Mandarin voice-acting.

PS2 : Can you tell us about some of the unlockable bonuses?

FH : We have bonus costumes, a making-of interview, mini-games and film clips directly from the movie. All can be accessed when you complete the normal game.

PS2 : What about the characters' combat styles and weapons?

FH : We went with a unique fighting style, combining hand-to-hand martial arts with traditional Chinese sword fighting. The result is an action-heavy combat system that has the flexibility to let players fight one moment with fists, then instantly change over to sword combat. Each combat style has its pluses and rewards, but at the same time it's open for the player to use any style or both.

We modelled all the weapons from the movie, including the famed Green Destiny. In addition to having both weapon and hand-to-hand combat, we have three sub-weapon systems. The weapon combat depends on what weapon you hold. There are sword moves, axe moves and pole-arm moves.



HOME BREW

PSi2 DIGS DEEP INTO THE SEEDY UNDERWORLD OF HOMEBREW PS2 SOFTWARE.

THERE IS A WHOLE
WORLD OF
PROGRAMMERS
OUT THERE THAT
CAN MAKE YOUR
PS2 DO INCREDIBLE
THINGS. BUT BE
CAREFUL IT'S
MOSTLY ILLEGAL,
YOU KNOW...



Once the PS2 hard drive is widely available you can add the following ingredients and you've got a Homebrew PS2 system...

- 1 Emulation of arcade and console games
- 2 Assorted movie players
- 3 Linux programs
- 4 Peer-to-peer file-sharing
- 5 The only limit is your imagination (and the laws of the land - most of this stuff is barely legal)



Emulators are available to let you play old Mega Drive and SNES games

EmPeeThree

The MP3 audio format continues to grow, with many stand-alone DVD players now capable of playing MP3s, not to mention the new generation of consoles and personal computers. With millions of PS2 owners about to gain access to the world of MP3 sharing, it's incredible that the music industry continues to fight the format instead of supporting it. With Sony likely to take some sort of action to try and stop users of its online PS2 service from having easy access to copyrighted material, wouldn't this be the perfect opportunity to offer a pay-to-download service for commercial music?

Video Killed the Internet Star

A variety of PS2 Linux-compatible media players are already available, covering just about every popular movie format on the web. This includes the ever-popular DIVX format, often used with DVD rips (film DVDs that have copied (or 'ripped') to a video file), MPEG; the format used in VCDs and SVCDs that many DVD players support, and even less popular formats such as MOV. Hopefully media players that cover these formats will also become available to homebrew PS2 users without Linux, giving all PS2 users access to the vast amount of content out there and filling the internet with millions more eager movie sharers. It's all illegal, though, so don't do it, right?

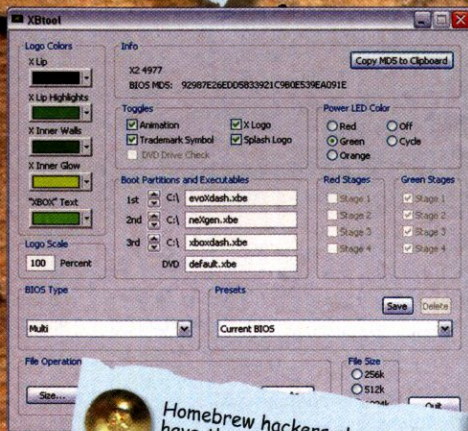
The PlayStation2 is about to boldly go where very few consoles have gone before - into the sprawling, crazy world of The Internet™. Just what lies in wait for the new generation of PlayStation2 user? Grab your hard disk in one hand, your broadband adapter in the other and get ready for more hacking, warezing, emulating and pir8ing than you can shake an Xbox at!

The Internet™ is a big place, folks, a big place full of lots of people. People who can do all kinds of cool things, such as create fantastic video and audio compression technologies like MPEG, DIVX and MP3. The use of such technologies on the PC is thoroughly widespread and well understood, but with the PlayStation2, things are going to need a little work. Sony itself has all sorts of plans to offer all sorts of content via the PS2 online network, but we're guessing it's keen to avoid the sort of legal headaches which would ensue if it was not seen to actively discourage the use of 'back-up' audio, video and software...

Luckily there's already a growing PS2 homebrew scene. Bedroom hackers and developers are busy creating a variety of software to run on a PS2 with a hard drive. It's likely a range of naughty-but-nice treats for your spanking-new online console will soon be available. Things are still in the early stages, and it remains to be seen exactly what homebrew stuff will emerge for the PS2 and how you can go about using and abusing it. We reckon it's only a matter of time before working MP3 sharing, movie and video file viewing and access to regular updates of other console emulators are available to your standard PS2 online user. Some of it may even work without a mod chip...

Of course, Xbox users have had a head start in the 'personal computer console' world, having had a hard drive from Day One. The Xbox has its own operating system (ie. Windows on the PC), complete with a graphical front end called the Xbox Dashboard. Homebrew developers have been busy hacking away at this front end and getting all sorts of funky applications to run on the Xbox. The

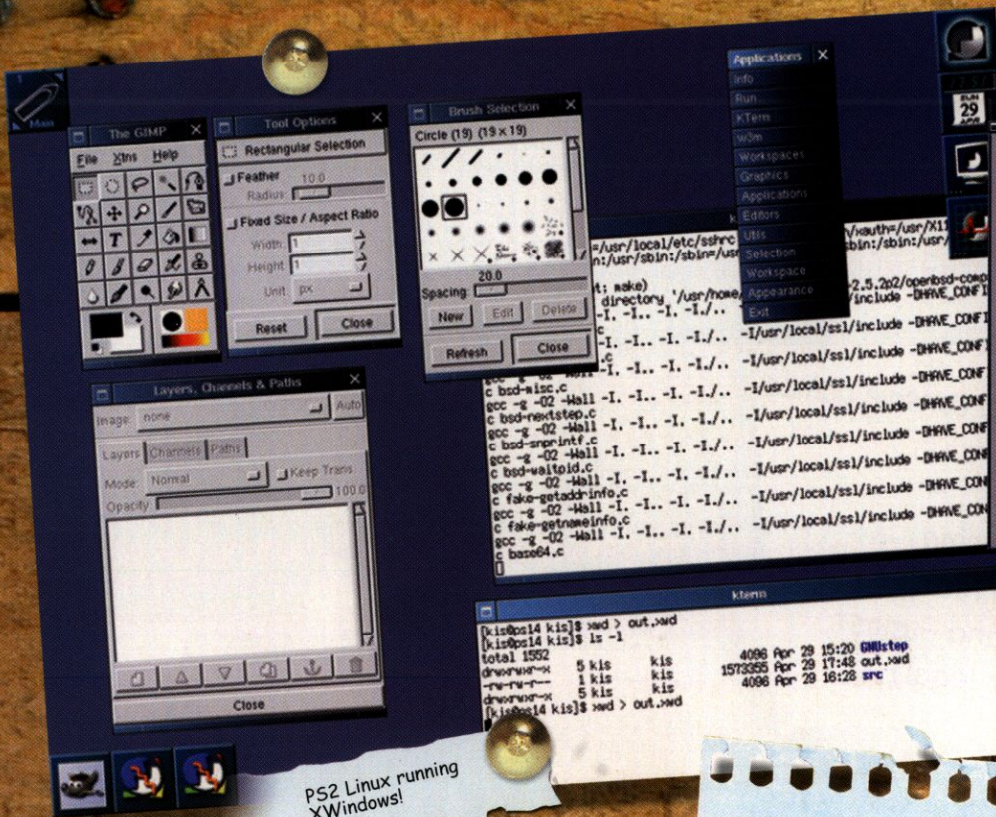
PTO.



Homebrew hackers already have the Xbox in bits; is the PS2 is next...



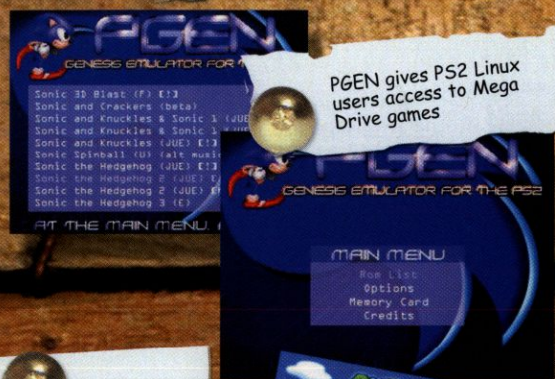
Xbox users already have a homebrew media player on which to play music and movies...



PS2 Linux running XWindows!

gnutella connections:			
Host	Type	Info	
216.127.194.105347	Outgoing	Connecting	
24.130.77.112.6346	Outgoing	Connecting	
24.67.12.239.6346	Outgoing	Connecting	
213.51.161.136.6346	Outgoing	Connecting	
203.187.201.40.6346	Outgoing	Connecting	
128.2.249.113.6346	Outgoing	Connected TX=15	
206.160.142.171.6346	Outgoing	Connected RX=627 Drop=242	

Dull though it may look, this Linux Gnutella file sharing program could open up a world of music and video swapping on your PS2



PGEN gives PS2 Linux users access to Mega Drive games

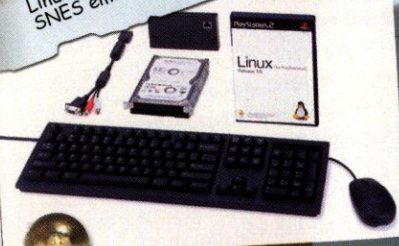
more modest include game trainers and even a PlayStation emulator (!), through to more attractive personal computer applications such as the Xbox Media Player. Most of this requires a chipped Xbox, but there's hope in that direction with a certain homebrew development team managing to get some tools to run on a non-chipped machine using save and load game exploits from within certain commercial games! All of this suggests there's **no telling what homebrew developers can achieve** when they put their minds to it, and the PS2 operating system is about to offer a fresh challenge. If it can be achieved on the Xbox, why can't the PS2 be hacked to run emulators, media players, pirate games and the like?

PS2 Linux Video Modes

For those of you who can't wait for the evolution of homebrew PS2 and want a go, PS2 Linux supports a variety of video modes for those with and without compatible VGA monitors; those that support 'sync on green'. You can look through your monitor manual to find out if it has a separate sync or whether it's tied to the green signal, or check out www.playstation2-linux.com for a database of supported monitors. If you don't have access to a supported monitor, or are unwilling to shell out for one, you can use both NTSC and PAL interlaced and non-interlaced TV modes, plus DTV 480P, 720P and 1080i modes. If you do, or are, PS2 Linux supports 640x480, 800x600, 1024x768 and 1280x1024 VESA modes at 60 or 75Hz. Phew!



SNES Station is a PS2 Linux port of the popular PC SNES emulator SNES9x



Sony's PS2 Linux kit

Certainly all of this is already available to those bonkers PS2 Linux users. **PS2 Linux?** For those not up to date on the subject, Sony has already released a PS2 Linux kit that includes a 40GB hard disk, 10/100 Ethernet adaptor, USB keyboard and mouse, VGA monitor cable and two-DVD Linux package. By slinging all this together with your PS2, an 8Mb memory card and an internet connection, plus optionally a compatible VGA monitor, you've got yourself a fully online gaming console-cum-personal computer, which is 100% ghetto and totally free to do whatever you damn well please with online. This would give the unscrupulous PS2 user access to a world of illegal activity including downloading and playing MP3s and games, using emulators to play games designed for other consoles, downloading and playing all sorts of video files and just about everything else you can do with a personal computer online. For example, there are several **free Linux Gnutella** clients available; programs that connect you to a massive online file-sharing network where it's possible to download just about anything you can think of. If you want it, you can guarantee that someone, somewhere has got it. Be careful though; a lot of the material out there has been copied illegally.

The Linux route has its advantages. Linux is a very widely used operating system, and the vast majority of Linux software out there is totally compatible with your Linux PS2. The VGA cable included in the kit allows you to connect to a compatible monitor, but you can still use your TV if you wish, with both NTSC and PAL video modes supported plus

some digital TV modes. Why is this an advantage, I hear you cry? Well, if you happen to be one of those flash individuals who has their PS2 hooked up to a meaty home entertainment system, you've now added MP3 audio and MPEG and DIVX video capability to your set-up! Fire up your favourite peer-to-peer file sharing application, download the latest film trailers, grab the popcorn and enjoy the show! Or just sling that pesky CD collection down the garden and **keep all your albums on your PS2!** Unfortunately, using Linux doesn't limit what official PS2 stuff you can use, as a Linux hard disk isn't natively compatible with PS2 games, online or otherwise. The cost of this sacrifice is somewhat offset by the function of PS2 Linux emulators, but it would be nice to have the best of both worlds.

One emulator that's very popular on the PC, Xbox and Dreamcast is **MAME** (Multiple Arcade Machine Emulator). This feat of programming has been around for over six years now, and allows literally thousands of coin-op ROMs to be played on the host machine. **Arcade games from 1975 right up to 2000** run quite nicely on MAME, from classics like Space Invaders to more recent titles such as Metal Slug 3. MAME might not run individual titles quite as well as more specific arcade system emulators, but for sheer volume of titles it's totally unparalleled. With the Xbox version MAME-X proving popular, it's surely only a matter of time before a PS2-native port of MAME is released.

PS2 homebrew will always be for the hardcore enthusiasts, especially PS2 Linux, which sets you back well over £200. The fact of the matter is, PS2 homebrew tries to accomplish what can be done far easier and cheaper on a normal desktop PC. And when you consider such factors as limited hard disk space and no CD burner, it's obvious homebrew PS2 isn't a complete alternative to a desktop PC at this stage. However, there's a hell of a lot of fun to be had with PS2 homebrew if you're willing to have a



Unscrupulous homebrewers may make it possible to download pirated movies to your PS2 hard drive

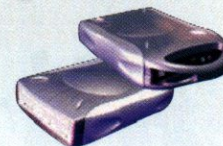
go, and let's face it, a lot of you are. With Sony promising larger hard disks in the future and the online scene likely to come up with hundreds of cool applications and quite possibly even some natty hardware modifications, the sky could well be the limit.

So what does the future hold for the PS2, and personal computer consoles in general? Well, certainly the vision of an advanced home entertainment set-up with your homebrew PS2 acting as the brain is far from fantasy. Imagine a humble PS2 hooked up to a whopping telly and cinema sound system, on which someone can play PS2 games, emulators, DVDs and other DivX movie rips, plus MP3s, all downloaded from the net straight to their black box. They could also browse the internet of course, and collect email, but with PS2 Linux they might even be able to run their own PS2 mail server one day. All this (plus plenty more) could easily be within the enthusiasts' grasp. Assuming they are willing to break the law.

Just how many PS2 owners decide to use their precious consoles in this manner could well have a massive impact on how the console market decides to approach the all-in-one personal computer system idea in the future. Don't be surprised if the PlayStation3 takes an even bigger step into the PC's domain. We certainly hope it will... • JAMIE WILKS

PS2 Emulators

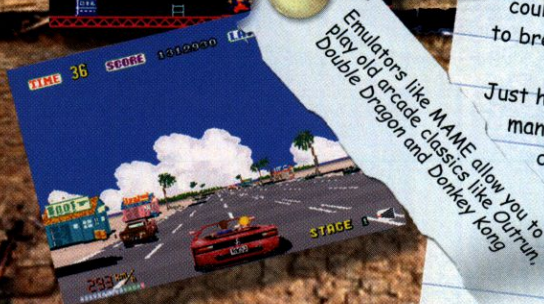
A whole plethora of different emulators for the PS2 are slowly creeping out of the woodwork, soon to be used by millions more gamers once they get their PS2s online. Amongst the popular retro consoles already being worked on are both Nintendo and Sega's eight- and 16-bit consoles (that's the NES, Master System, SNES and Mega Drive, folks), as well as Nintendo's Game Boy. (The SNES version of Mario Kart is pictured left.) Also, a hack to get MAME, the ever-popular Multiple Arcade Machine Emulator, to work on any mod chipped PS2 is already doing the rounds. To date you need to be able to burn these emulators to a CDR, along with some 'back-up' ROM dumps of the appropriate console games you wish to play, so access to a PC with a CD burner is essential at this point. Potentially once PS2 homebrew really takes off, people will develop versions of these emulators which run on the PS2 operating system, straight from the hard drive. Of course, there are external CD burners that connect via USB, so if someone can write some driver software it's not impossible that these devices could be connected to your PS2. If that happens, then it's all systems go (if the laws were different).



External USB CD burners could open the door to piracy through a PS2. Sony will be worried

Gamemaker

Let's be absolutely clear about this. Ripping movies, sharing music and even playing emulated games is illegal. It's a BIG no-no. It will all end in tears, in jail with a big fine. If all you really want to do is create your own games from your bedroom then you should come back next month when we look at programs like RPG Maker which are available in the US and Japan. And we'll be asking when and if they'll be coming out in the UK. But until then, just remember, kids, piracy shouldn't be done.



Emulators like MAME allow you to play old arcade classics like Outrun, Double Dragon and Donkey Kong

FOOTY ROUND-UP

PS2
FIRST
SHOTS



▲ The biggest game in the premiership – Arsenal versus Manchester United

Club Football

EXECUTING A REAR TACKLE ON THE DESIGN OF FOOTBALL GAMES, CODEMASTERS IS MAKING A BREAK TOWARDS GOAL...

PUBLISHER:
Codemasters
DEVELOPER:
Codemasters
ON SALE:
Autumn
NO OF PLAYERS:
1-4

www.codemasters.com/clubfootball

SWEET!



If you're a fan of Manchester United, Liverpool, Juventus, Bayern München, AC Milan, Arsenal, Ajax, Real Madrid, FC Barcelona, Chelsea, Inter Milan, Leeds, Glasgow Rangers, Celtic, Borussia Dortmund, Aston Villa or Hamburg, then you're on song. If not, then you won't be singing anymore.

UP AGAINST IT?

Two heavyweights face up against Club Football. Will its intriguing approach be enough to sneak around the back of the defence of Konami's *Pro Evolution* and EA's *FIFA*?



There's the pressure of the crowd pushing along towards the gate, the chorus of shouts, laughter and chatter filling your ears. You squeeze through the gate and find your seat, grab a hot cup of Bovril and – if you're feeling lucky – a hot pie. There are chants, cheers and an occasional derisive remark about the man in the black shirt waving cards around like a Christmas postman. This, dear readers, is football. Now you can go even further by getting on the pitch and taking a hand in the game with Codemasters' *Club Football*.

The principle of the game is action football. You control your team and lead them to victory or defeat, depending on your skill. What makes this different is there are, initially, 17 different versions of the game, all tailored around specific teams. With such a focused effort on individual club sides, you can be sure the developers have worked hard on getting the material just right. Home grounds have been modelled accurately, and the players have been captured via computer jiggery-pokery, so what you see on the pitch is what you get in the game. Even sponsors and strips are completely accurate.

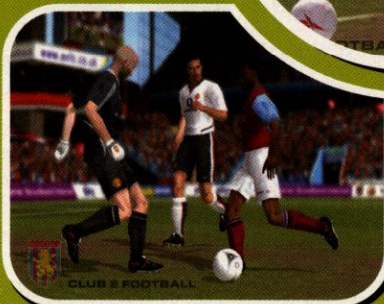
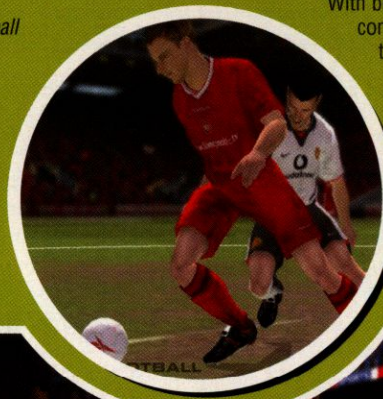
Codemasters has gone some way to realising the fantasies of every football fan that has ever dreamt about being asked out of the

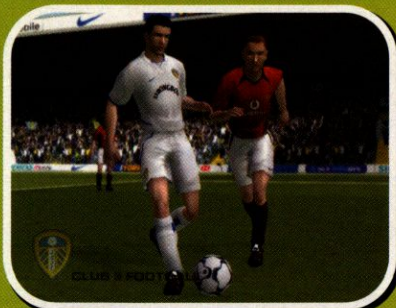
crowd to replace the injured striker. If you think your team has cruelly missed out on your Sunday league-style talents, you can put yourself in the game and in the team so you can score the winning goal.

The heart of *Club Football* sees you focus on the domestic league, and fighting your way to the top of the pile or out of relegation. So if you buy *Club Football: Leeds* you're fighting to see whether you can take the championship. If you buy *Club*

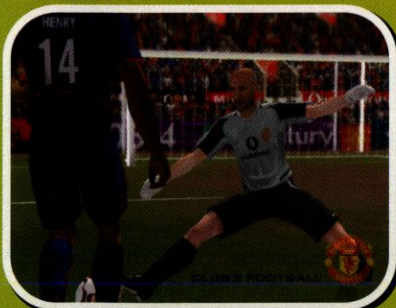
Football: Manchester United you see whether your joystick skills are enough to keep you on top. Of course, if you're a Beckham fan, you want the *Real Madrid* edition.

With big clubs you get big competitions, and Europe is the biggest prize of all. With the European Super League, you battle across the continent trying to win the big prize and claim your title as the best team in Europe. While you're chomping at the bit about competitions, you can also set up your own





▲ Man on! Man on!



▲ Henry approaches the box and Barthez charges out of it



▲ Someone forgot to take the ball off the electric pump



▲ C'mon ref, that's surely a foul...

"A simple and familiar control system"

custom tournaments to unlock pictures and videos of historical games and great games.

Of course, controls must be intuitive and free-flowing if the game's to pull in the punters. Codemasters aims to provide a simple and familiar control system for fans, whether they are five or 50. Localisation to various leagues is apparent too, with the presence of football pundits and commentators from particular countries. British teams can look forward to the sublime Barry Davies and crisp-snatcher Gary Lineker commenting on the state of play.

For those who love teams not catered for by the teams in the first release of *Club Football*, there's always next season. ■

KNOW YOUR TEAMS

MANCHESTER UNITED

Founded under the name Newton Heath Lancashire and Yorkshire Railway in 1878, Man Utd currently stand as the team to beat in the Premiership.



Consistent end-of-season performances and a shrewd business sense makes them one of the richest teams in the world.

ARSENAL

Formed by workers at the Woolwich Arsenal Armament Factory in 1886, the team has gone from strength to strength and now regularly



challenges Manchester United for the title. But the lack of signings could be of concern to fans.

CHELSEA

The purchasing of Stamford Bridge in 1896 marks the initial steps of Chelsea into the world of football. With a world-famous team, the club still



hasn't won a Premiership title. The new owners are spending the money, but will it be enough to secure the top position?

LIVERPOOL

Anfield was originally Everton's ground, but after a dispute with the stadium owners over rent, Everton moved grounds in 1898. The owners had a stadium, but no team. Cue ten Scotsmen and



an English goalkeeper, and Liverpool was formed. Despite featuring some of England's finest players, they finished 5th last year (we'll be back this season, Ed).

RANGERS

Set up by rowing enthusiasts in 1873, the team played on numerous pitches before the first Ibrox Park was opened in 1887.



They shared the first Scottish League Title, and have only employed 11 managers in their 124 years.

ASTON VILLA

One of the oldest teams in the league, Aston Villa was formed



by cricketers in 1874, and was one of the founding members of the football league. Villa hasn't tasted league glory since the 1980-81 season.



Q&A

TEAM SPIRIT

We decided to kick about a few questions with the producer of *Club Football*, **Sion Lenton**. Here's what he had to say...

PS12: How involved have the footie players been in the development of the game? Were some more hands-on than others?

SL: We went out and photographed the players in order to build up our own player likeness archive. To be honest, just like the rest of the population, some were game-heads and were very interested in the game, while others weren't particularly keen gamers and were more interested in what digital camera we were using.

PS12: Did you have to tour the 15 clubs and watch a lot of matches?

SL: We travelled to nearly all the grounds used in the game. However, normally we were on such a tight schedule we either weren't there on match day or we had to fly off somewhere else and missed the game!

PS12: Tell us about some of the attention to detail.

SL: Everything that's a part of the club is perfect. It has to be. We have a very detailed working arrangement with all the clubs in order to get approvals for every single detail, from the players' socks to the location of away fans. I don't want to give too much away as we still have a few extra treats we're hoping to get in, but to give you an example, all the new home and away kits for the next season have to be modelled for the fans as well as the players!

PS12: What, in your opinion, is the best aspect of the gameplay?

SL: We have tried, where possible, to stick to a gameplay model we know people will pick up quickly. If you've played any of the other 'big' footie games out there, you should be able to get to grips with *Club Football*. We've also introduced some mechanics of our own. Crossing is shaping up nicely, as are the dead ball set pieces.

PS12: What about unlockables?

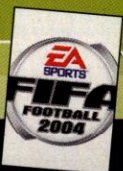
SL: Our in-game unlocks consist of videos and photos particular to each club. These vary from classic goals right up to modern-day icons.

PS12: What if your team's not amongst the 15?

SL: We approached all the best clubs in Europe. All of them were interested, but I guess some wanted to wait and see how it all went before committing. So I think it's quite likely that next time around we may see even more team versions of *Club Football*.

For more information on *Club Football*, visit the website at www.codemasters.com/clubfootball

FIFA 2004



PUBLISHER:
Electronic Arts

DEVELOPER:
EA Canada

ON SALE:
Autumn

NO OF PLAYERS:
1-16 (online)

<http://www.easports.com>

THE 'MAINSTREAM' FOOTBALL SIM RETURNS, WITH OVER 500 OFFICIAL LICENCES – THAT'S MORE THAN EVER BEFORE. THIS IS FIFA 2004...

We've all heard of *FIFA*, right? This is undoubtedly the best-known football game series, a fact mostly down to EA's ability to secure all the official licences year after year. This is not something to be sniffed at. After all, who wants to play as a Real Madrid side including David Beckham? However, *FIFA 2004* not only includes over 500 official licences, it also offers an all-new Career Mode designed to give the beautiful game more depth than ever before.

Excuse us if we digress a moment, but once upon a time, official football licences we're so cheap a little company called Sensible

Software was able to develop a soccer game that more or less encapsulated the entire footballing world. With this in mind, they created a football game that not only let you play as any side in the world, but to fully manage that side too. Fast-forward to the present day, and it finally seems EA is trying to accomplish something similar with today's breed of football simulation.

EA says *FIFA 2004* lets the player build his own squad and guide the club to the pinnacle of both domestic and world football. Budding player managers can not only manage their current team's budget and staff, but also



▲ All-new moves and player animations

consider job offers from more successful clubs if they prove themselves. This suggests an in-depth Career Mode more akin to a football management game than a football simulation like *FIFA*, and about time too.

brand-new camera angles and improved, intelligent commentary. Mind you, we hear that every year.

"greater gameplay"

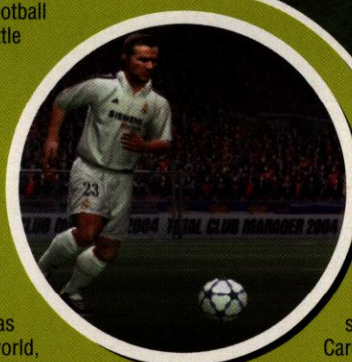
The really big deal this year is the inclusion of online play. Initially it will just be one-on-one, and players can meet in an online lobby area where to chat away before playing the game head to head. The game's compatible with USB headsets, so you can sing your favourite chants or just chuck a few insults the way of Birmingham City fans. Once that's done, you can check out the rankings of any player in the 'room' you're in, challenge them to a match or play in knockout tournaments. It also seems likely that online gamers can download squad updates to their memory cards as and when necessary. Given that *PES 3* won't have online matches, this gives *FIFA* a potential advantage over its bitter rival from Konami.

▼ Over 500 official licences

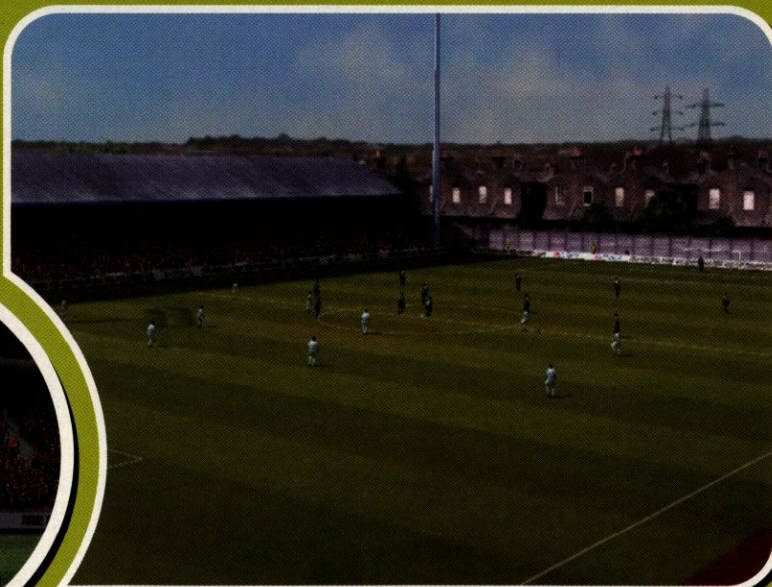


PSI2 FIRST PLAY VERDICT

An ambitious and promising Career Mode, plus full online capability. *FIFA 2004* sets itself up as the leader of the new generation.



▼ The new Career Mode lets you build your management career from scratch



KONAMI

PUBLISHER:
Konami
DEVELOPER:
Konami Tokyo
ON SALE:
November
NO OF PLAYERS:
1-8

http://www.konami.com

THE FOOTBALL
GAME FAN'S
FOOTBALL GAME IS
ON ITS WAY BACK.
CAN IT GET ANY
BETTER?



▲ Becks goes for a curler

Pro Evolution Soccer 3

Ask an average group of gamers which football game series is the best, and you'll probably start a big argument. However, ask a group of football-game-loving gamers which series is king, and most will agree it's *Pro Evolution Soccer*.

Konami claims *Pro Evo 3* offers more than ever before, with every aspect of the game

▼ Heskey!

receiving some attention. An all-new four-division Master League graces *Pro Evo 3* (that's the main Career Mode to the uninitiated), plus a shop feature allows gamers to spend points accumulated via gameplay on a whole manner of different things. Konami says new teams, strategies, stadiums, crowd effects and even player tweaks such as new hairstyles are available to buy once you have enough points.

"more control"

Pro Evo is renowned for being the football game series with the deepest gameplay, and Konami isn't resting on its laurels. Detailed information is sketchy at this point, but Konami says new moves both on and off the ball are being added for *Pro Evo 3*, making this latest title the most advanced yet. Players now have the option to control a single player rather than the whole team, offering ever deeper tactical play off the ball. If our hunch that this means the player can pass the ball but choose to keep control of the current player then run on and receive it again is correct, we can't wait to see the feature in action! Other gameplay tweaks include the referees being given an upgrade,



▲ All-new crowd effects and improved ball physics

so they now play advantage in appropriate situations, an optional fatigue system and all-new ball physics to give the player more control over the ball than ever before!

Graphically, *Pro Evo 3* is set to be vastly superior to its predecessor, with Konami claiming 80% of the in-game animations being reworked, plus an all-new graphics engine for a greater level of detail than ever before.

On the multiplayer front, Konami says *Pro Evo 3* accommodates multiplayer gaming for up to eight players, but there's no news to suggest the game has any online features beyond player updates. More news if anything changes. ■

PSi2 FIRST PLAY VERDICT

The new game modes and features promise lots, and if the new gameplay elements work, PES3 could be great...

PUBLISHER:
SCEE

DEVELOPER:
Studio London

ON SALE:
Winter

NO OF PLAYERS:
1-8

<http://www.bf2004.com>



▲ Unfortunately, the players decided to pop down the pub before the match and were never seen again

This Is Football 2004

SONY SHORES UP ITS WOBBLY DEFENCE AND GIVES THIS IS FOOTBALL A TOTALLY NEW GAME ENGINE FOR 2004...

This is Football is kind of the alternative football sim. FIFA has the licences, Pro Evo has the gameplay, but This is Football has the balls to be different. This is an angle that has shifted quite a few copies of Sony's football sim and generated a loyal following who swears it's the best. However, if being different is what's made previous This is Football installments great, then This is Football 2004 just employed a new 7-3-0 formation and turned the whole game on its head.

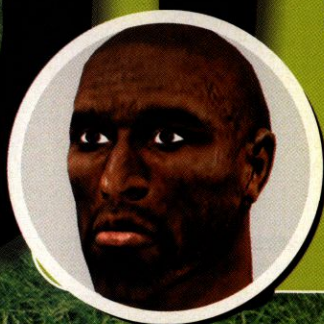
Not content with just a gameplay tweak here and a physics change there, Sony promises totally new gameplay code for This is Football 2004. Yes, it still feels like This is Football, but it has far less in common with its predecessor than certain other football series' 2004 offerings. For a start, Sony says it's totally rewriting the skill system, giving a more

dynamic impact to the way players behave on the pitch according to where their strengths and weakness lie. The passing and shooting systems are also being rebuilt from scratch, to include standing reception of the ball and a shot bar which, Sony says, means it's possible for any shot from any range to go anywhere. Totally new ball dynamics are being used to make the ball totally separate from the player dynamics, allowing it to act in a much more realistic fashion. We're guessing this means no more of those scripted moves so evident in FIFA, which is a pretty bold move that could really set This is Football apart from the pack if Sony delivers the goods.



▲ The stadiums even have a continental twist

However, despite all this, not to mention promises of graphical improvements, new stadiums, new crowd and weather effects, plus active dugout personnel and even stretcher carriers, the planned feature we can't wait to see is the new Career Mode. Sony says This is Football 2004 players can build, manage and play with a totally new novice team, taking them up the leagues and on to glory. Combine this with This is Football's ultra-popular transfer market feature, which is being improved upon further for 2004, and we could be looking at a main single-player mode which blows the competition out of the water. Especially if it supports up to eight players as Sony says, regardless of whether the current noticeable lack of online features is fixed or not... ■



PS2 FIRST PLAY VERDICT

Sony's taking a gamble with the amount of changes being made for This is Football 2004. Here's hoping they hit the jackpot.

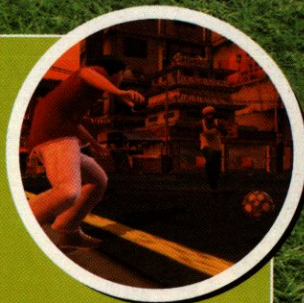
PUBLISHER:
Acclaim
DEVELOPER:
Silicon Dreams
ON SALE:
October
NO OF PLAYERS:
1-2

<http://www.acclaim.com>



Urban Freestyle Soccer

FORGET THE STADIUMS
AND THE CROWDS.
THINK BACK STREETS,
NIKE ADS AND
POUNDING TUNES...



"ball-juggling that would make Beckham proud"



▲ This is real-life football; high-rise flats for spectators, hooded tops for goalposts and a bag lady for a ref

If you've had enough of simulation football, or perhaps just fancy a change, Acclaim's *Urban Freestyle Soccer* could be just what you need. The game's been developed for Silicon Dreams, long-time creators of footy sims ranging from the *Champions League* titles right back to games such as Michael Owen's *World League Soccer*. These guys know their way around a ball.

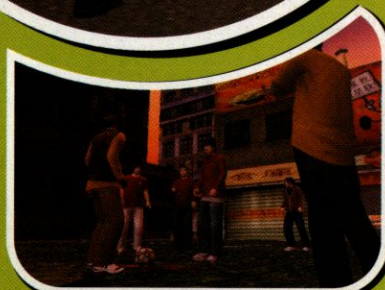
But all the stadiums and kits have been jettisoned in favour of a 'street' style, so much so that game's closest cousin is probably the basketball game *NBA Street*. The basic format sees teams of four square up on a range of urban pitches, the kind that's familiar to anybody who's walked the back streets of any big city. All wire fences and goals painted on walls. To be fair they go further than that. One pitch is slap in the middle of a skate park with the goals beneath the ramps.

Naturally, the aim is to score more goals than your opponent, but the game

encourages you to showboat as much as possible, performing any number of tricks with the ball to dodge tackles and build up your skill meter. The tricks can be quite spectacular, including somersaults, back-flips and the kind of Nike advert-style ball-juggling that would make Ronaldo or Beckham proud. Stringing combos of moves and passes together earns you big skill points and fills your skill meter more quickly. Build up your skill meter to the max and the Netbuster move becomes available, but you've only got a few seconds to use it. The Netbuster is a move which is almost impossible to be tackled out of, and sees some fancy ball-juggling before the ball's dispatched at shockwave-creating speed straight to the back of the net (well, if you're in range it will). The spectacular nature and almost-certain success of a Netbuster shot means the game rewards teams that pull off the most combos.

The fast nature of the football, often played in enclosed spaces, means matches should be fast, slick, entertaining affairs. The players who can chain together quick passes, flash moves and aerial shots while showing off their skills get the furthest.

Value for money looks strong too, with at least six lengthy and innovative game modes, ten teams (each with their own



▲ A bit of banter before a game helps raise the spirits

distinctive style from Rastas to English hooligans), plenty of licensed music and a number of gameplay options to mix things up a bit. The thing we'd like to see most to complement this mix would be some crunchy sound effects to really beef up the atmosphere of violence and confrontation in these referee-free grudge matches. If Silicon Dreams and Acclaim can do that, they could have a seriously fun alternative to simulation football on the shelves come September. ■



▲ Realistic streets and lighting effects!

PSi2 FIRST PLAY VERDICT

A highly promising alternative take on football, with players that have more grit than the multi-millionaires you see on a Saturday afternoon.

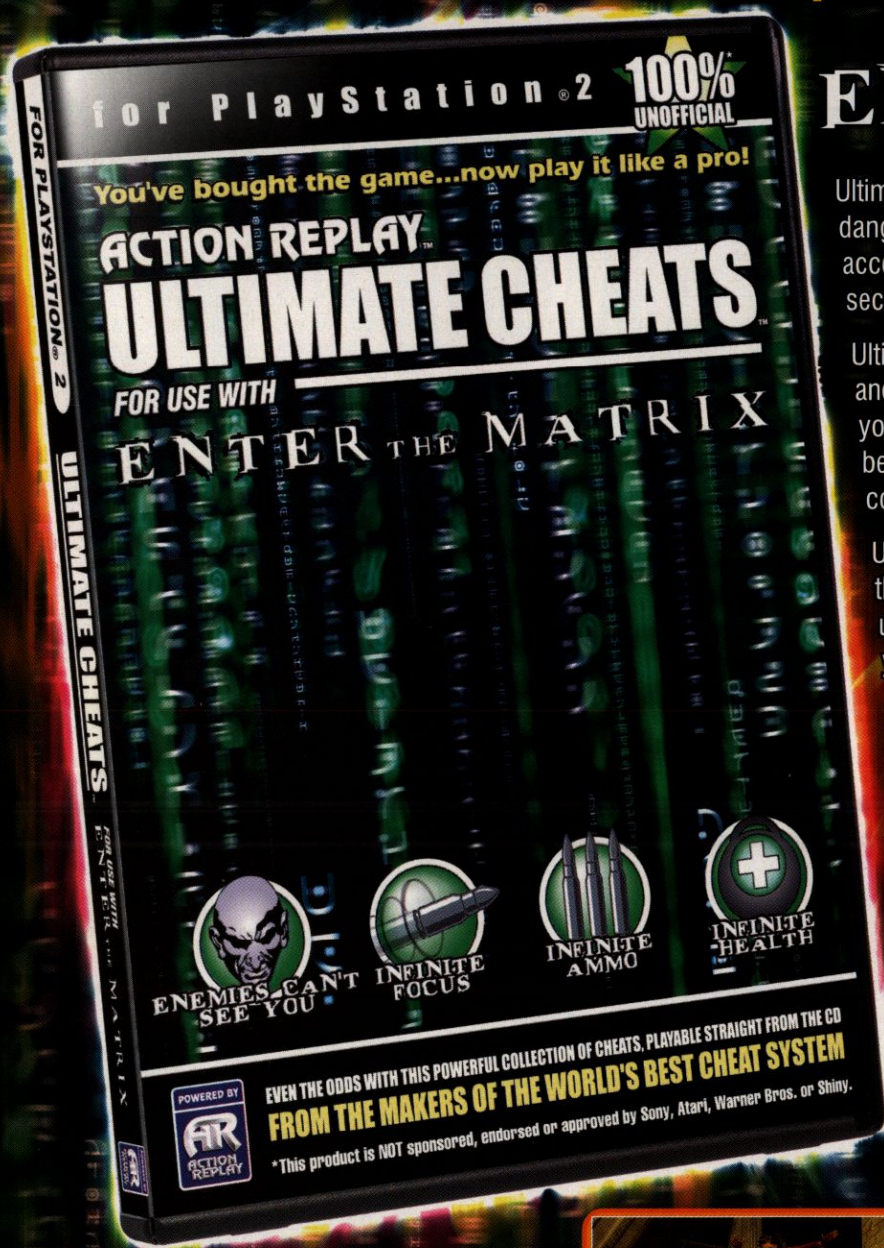
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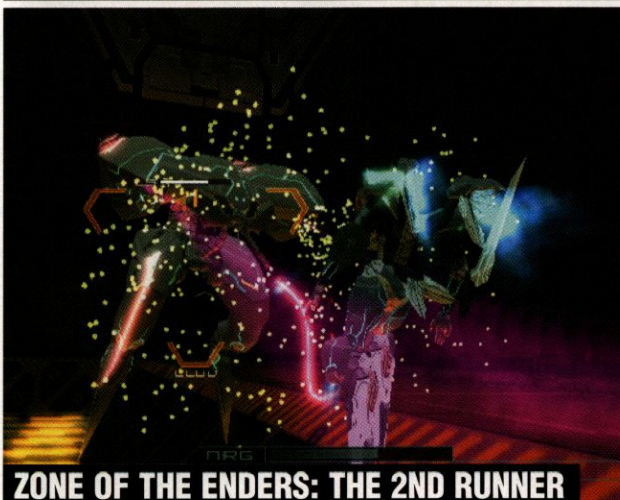
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REVIEWS

SOME GENUINE CONTENDERS FOR GAME OF THE YEAR THIS MONTH, AND A FEW IMPORT QUIRKIES TO PIQUE YOUR INTEREST OVER THE LONG SUMMER.



SPONSORED
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THE ULTIMATE
CHEAT SYSTEM!



ZONE OF THE ENDERS: THE 2ND RUNNER



AMPLITUDE



CHAOS LEGION

REVIEW RATING

A work of genius. A gaming classic. A game so fine it could start a religion. There's nothing wrong with a game like this.

10

Top-drawer entertainment. You won't go wrong if you buy this game. There's few that are better.

9

A quality title. Worth your cash, but it won't change your life.

8

A competent chunk of gaming that will while away the hours effectively without setting the world on fire.

7

Pretty good on the whole, but there are flaws and limitations. OK if you're a fan of the genre.

6

So-so. The kind of game that's OK for half an hour here or there or an overnight rental.

5

There's hope here, a hint of what could have been but it's buried beneath a lot of rubbish.

4

Mainly rubbish, but the odd chink of entertainment.

3

Use as a lesson in how not to program a game.

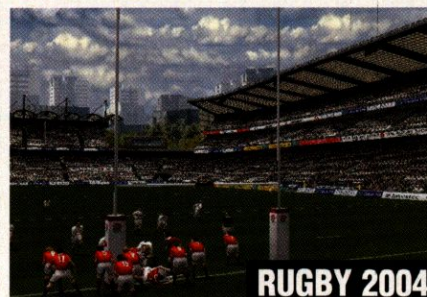
2

For use only as a sparkly mobile to distract babies or to decorate your 'futuristic' flat

1



DARK CHRONICLE



RUGBY 2004

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FREESTYLE METAL X



UNLIMITED SAGA

PUBLISHER:

Konami Europe

DEVELOPER:

Konami

ON SALE:

September

NO OF PLAYERS:

1

PRICE:

£39.99

<http://www.konamijpn.com>

ZONE OF THE ENDERS: THE 2ND RUNNER

TIM WRIGHT TRADES HIS BIG STOMPY MECH FOR A BIGGER FLYING MECH!



▲ Classic combat, robot style!

Zone of the *Enders: The Second Runner* is the classic sequel, a game that keeps everything that worked in the original, and then tosses out everything that didn't.

For one thing, it's a lot longer this time around. Whilst the first game was a light snack at just four to five hours, the sequel is easily double that length. The graphics have received a fresh coat of paint, the control system has been polished and there are three extra levels, seven graphical demos, extra difficulty modes and other embellishments especially for us lucky peeps in Europe.

Set in 2174, the story picks up from where the original game left off. The distinctly

unpleasant BAHRAM military organisation's making use of Orbital Frame mechas to suppress the Earth and related Mars colonies. Jehuty, the Orbital Frame piloted by Leo in the first game, has now landed in



the lap of an Ice Miner named Dingo Egret (yes, really), who is swept into the conflict as a result of trying to help his friends when the BAHRAM start getting pushy. Left with little recourse but to fight the good fight (or die), The Big Ding

needs to take out a new weapons tower that could decommission Jehuty in no time at all. And this is only the beginning of a plotline that has more twists than a cat's cradle. Said plot is told through a large number of cut scenes, but unlike a certain other Konami sequel, the storyline is gripping stuff and the story bits are welcome rather than a bore.



ZOE DVD FROM ADV

Not to be left out, the Japanese Anime industry has been propping up both *ZoE* games with related shows. *Zone of Enders: Idol* is a 50-minute one-shot originally bundled with the first game in Japan. It fills in much of the back-story and explains why the first game's chief antagonist, Viola, was such a bitch. It can be had on DVD in the UK right now.

ZoE: Dolores, I on the other hand, is a fully-fledged 26-episode TV series currently being released over here on DVD. A side-story not covered in the games, it deals with all-American hauler James Links who discovers the Orbital Frame Dolores aboard his carrier ship *Enders*, leading to his entire family being pursued by various groups who all want to get their hands on the Frame.



UNCHANGED GAMEPLAY

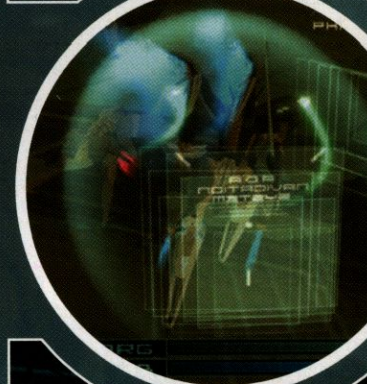
Of course, the gameplay hasn't changed much from before. It's still about airborne mecha kicking big lumps out of each other, only this time, there are more tools at your disposal. Rather than a single gun, there are 14 different weapons available, some of which can make the difference between life and death. Debris strewn around during the battle can be used to your benefit as well. Also, rather than the one-on-one battles found in the first game, multiple Frames can (and do) mix it up at the same time. Graphically the mayhem looks stunning, proving once again that no one manages to get consistently excellent results out of the PS2 quite like Konami.

The only things that really let the game down are the camera, which doesn't manage to keep track of the action as well as you'd like, and some noticeable slowdown during particularly intense scenes.

Still, with the longer and more involved storyline, beefed-up graphics, improved combat engine and Europe-exclusive goodies, it makes for a much more satisfying package than the somewhat disappointing original. Well worth laying down some dosh for, and for best results, now you can get the original *Zone of the Enders* for chump change, you should buy both and play them in sequence. ■ TIM WRIGHT



▲ Hmm, not the simplest of heads-up displays...



▲ Time to use the weapons of mass destruction



▲ Homing weapons are the best!

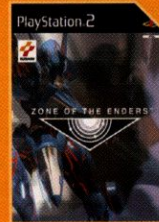


▲ You've a range of weapons at your disposal...

THE FIRST RUNNER

"BEEFED-UP GRAPHICS"

The original *Zone of the Enders* was one of those games that didn't quite live up to the hype. It looked lovely and played well, but was over in just a few short hours and left gamers hanging just when it seemed the story was finally getting going. In fact, *Zone 1* is still probably best known for the early *Metal Gear Solid 2* demo that was bundled with it, something that rocketed *ZoE* up the charts. You could say the game was bundled with the demo!



PS2 VERDICT

FOR

- Greatly improved graphics
- A much longer game
- More involved gameplay in-battle
- Plus Europe-exclusive extra levels and goodies!

AGAINST

- Variable framerate
- Erratic camera

ALTERNATIVES

- Zone of the Enders* (Issue 6, 8/10)
- Virtual On: Marz* (Issue 34, 7/10)

LONGEVITY

- Ten to 15 hours first time through, with replay value a-plenty.

OVERALL

Better than the first in every way, with only a niggly camera keeping it from greatness.

8



PUBLISHER:
SCEE
DEVELOPER:
Harmonix
ON SALE:
September
NO OF PLAYERS:
1-4 (Online)
PRICE:
£39.99

<http://www.harmonix.com>



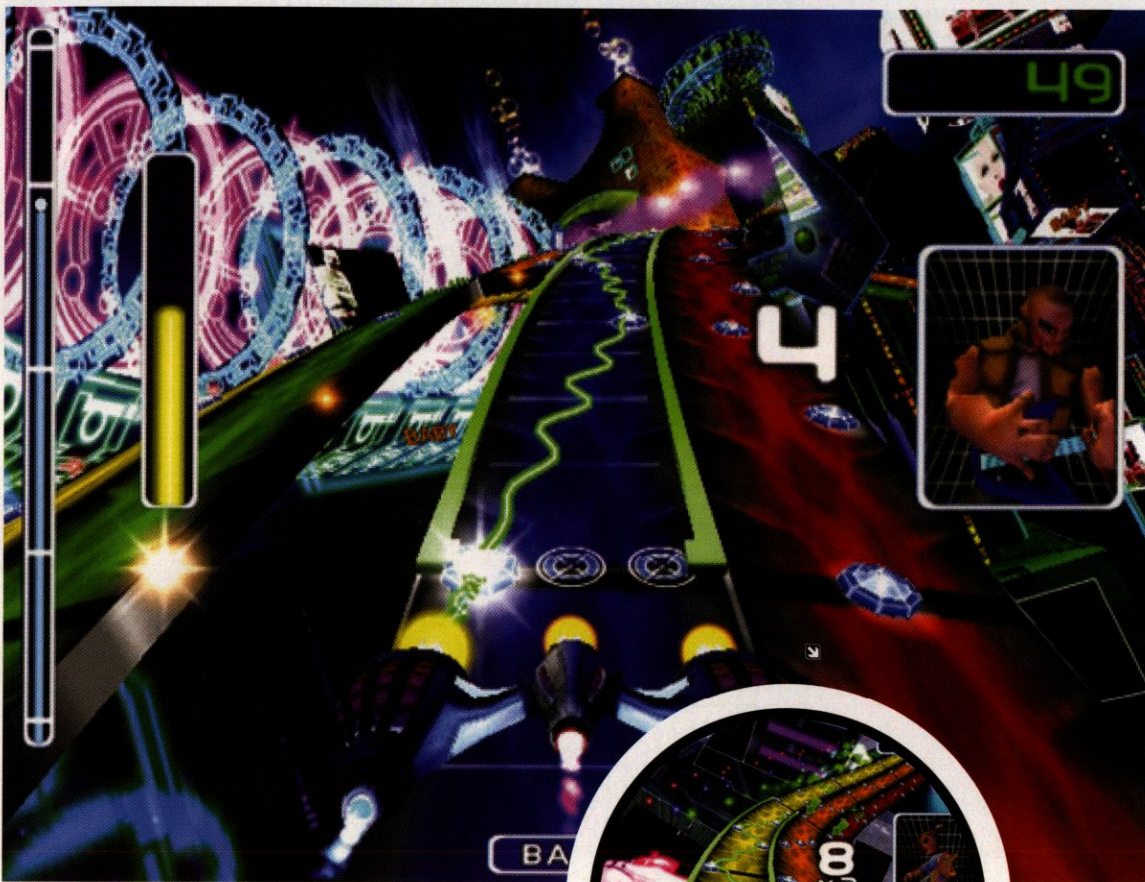
▲ The new look is a lot brighter than *Frequency*



**“A
TREMENDOUSLY
RICH
EXPERIENCE”**

AMPLITUDE

THE SEQUEL TO THE CRITICALLY-ACCLAIMED *FREQUENCY* PROMISES TO BE MORE ACCESSIBLE. BUT CAN IT BE MORE SUCCESSFUL?



▲ Blast the blue jewels to capture the music

I have to declare an interest here. I love *Frequency*, *Amplitude*'s predecessor. In fact, I still play it now. So I unwrapped the freshly-imported US version of *Amplitude* with sweaty palms and a huge amount of anticipation. Developer Harmonix promised *Amplitude* would be more accessible, feature more rock tunes and be a whole lot prettier (*Frequency* is quite an ugly game). Did they manage it? I think so.

The basic premise remains the same. You travel along a series of tracks that make

up a song, blasting individual notes in succession to start the instruments playing. You gradually build up the song phrase by phrase, instrument by instrument, and then repeat this process through the length of the song. As you go, the songs and note combinations get faster; soon your fingers are moving quicker than One True Voice's slide into oblivion. Miss too many notes and it's game over. It's all about timing, shooting the notes at just the right moment like a musical shoot-'em-up.

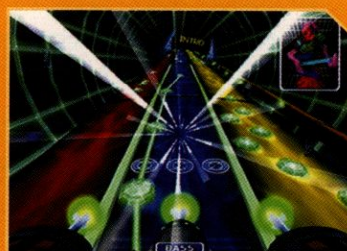
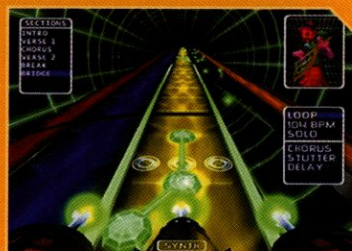
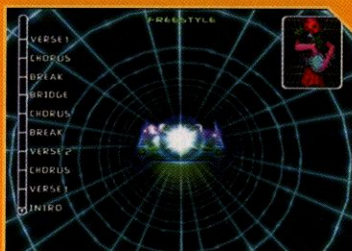
BRIGHTER

Amplitude is much more colourful than *Frequency*, which

looked like it had been designed for the PSone. But Harmonix has obviously chucked a lot more money at it to make it more appealing. They've upped the rock content too to make sure it appeals to the biggest amount of people, with rock being huge right now, especially in the States. This sequel is a little more forgiving, with short rest breaks within the songs. It means the game isn't quite as relentless as *Frequency*, with probably makes it more appealing to all but the *Frequency* hardcore. There are more power-ups too, and they're easier to spot on the horizon, which successfully adds more variety to the gameplay.

The big additions come in the multiplayer sections. Up to four players can battle it out for tracks in the standard multiplayer game. You get an extra power-up to make things difficult for your opponent, who's often trying to capture the same tracks you are. But whoever gets there first gets to try and capture the tracks.

CAN I GET A REWIND?



Remixing has always been a big part of the *Frequency* experience, and it's been made even simpler in the sequel. It's a wonderful opportunity, as you can take any one of the 20-plus titles in the game and remix them any way you like. If you're online you can submit these remixes. If the powers-that-be think they're good enough, they will be made available online for other *Amplitude* players to download and play themselves. Fame and fortune could be yours.



▲ Use the Styler power-up when things get tricky

REDNECK

Duel Mode is a new multiplayer addition, and is simply Duelling Banjos done on a PS2. You lay down a short musical phrase and the other player has to blast it. This is an excellent addition. The original's two-player mode was never anything terribly exciting, but this builds up such a degree of vindictiveness as you try to outdo each other, and I can honestly say it's one of the best two-player games I've ever come across.

"UPPED THE ROCK CONTENT"

Amplitude is *Frequency* expanded. As a big *Frequency* fan, I'm not sure if the changes are an improvement, but they certainly don't harm the game, and probably make it just that little bit simpler to get into. The range of songs is brilliant, the Remix Mode is intact and the addition of new Multiplayer and Online Modes

▼ Power-ups are easier to spot than before



▲ Online battles pit you against the best

mean the game is a tremendously rich experience. It even looks a lot brighter and more attractive. Please, please give this game try. It deserves to be recognised as one of the great gaming ideas of all time. ■ JULIAN BOARDMAN



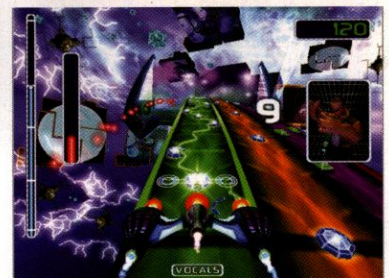
WHO'S IN THA HOUSE?

The UK version features the same artists as the US version. Here's the list...



The Baldwin Brothers
Blink 182
BT
Chris Child
Cosmonaut Zero
David Bowie
Diesel Boy
DJ HMX
Freezepop
Game Boyz
Garbage
Herbie Hancock
Komputer Kontroller
Logan 7
Manchild
Mekon
Papa Roach
Pink
PDD
Production Club
Run DMC
Quarashi
Slipknot
Symbion Project
Symbion Project
Weezer

Urban Tumbleweed
The Rock Show
Kimosabe
Shades of Blue
Spaztik
Everyone Says Hi
Subculture
Cool Baby
Super-Sprode
Push
Cherry Lips
Rockit 2.002
Robot Rockers
Uptown Saturday Night
Nitro Narcosis
What's Going On?
M-80
Respect
Boom
Rockstar
King of Rock
Baseline
I am Hated
Out The Box
Synthesised
Dope Nose



▲ The game soon gets pretty tough

PS2 VERDICT

FOR

- Innovative gameplay
- Long, gradual learning curve
- Excellent online and multiplayer modes
- Loads of great tunes
- Much better looking than *Frequency*

AGAINST

- Not as 'hardcore' as *Frequency*

ALTERNATIVES

- *Frequency* (Issue 21, 9/10)
- *Rez* (Issue 16, 9/10)

LONGEVITY

- If it grabs you, you'll still be playing *Amplitude* next year

OVERALL

One of the few genuinely excellent games out there.

9

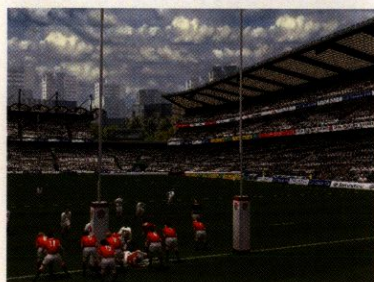
PUBLISHER:
Electronic Arts
DEVELOPER:
HB Studios
ON SALE:
September
NO OF PLAYERS:
1-4
PRICE:
£39.99

<http://www.easportsrugby.com>



EA SPORTS RUGBY 2004

EA SWINGS ITS SWEET CHARIOT LOW AND CARRIES ITS RUGBY SIMULATION INTO 2004...



▲ The Welsh defence in a last ditch attempt to prevent a try

The Rugby World Cup is on its way, and what better way to get in the mood than a few games of EA Sports' *Rugby 2004*? Especially at the moment, with England confidently retaining their No. 1 world ranking after nine straight wins against Southern Hemisphere teams, including our first win in New Zealand against the All-Blacks for 30 years...

But I digress. *Rugby 2004* caters for just about every rugby fan's tastes, featuring the World Cup and Tri-Nations, not to mention the Super 12s, full domestic competitions and even the Master League. That's not enough? Set up your own custom league then! With more licences than you can shake a Martin Johnson at, encompassing over 1500 official players and 65 stadiums, this is the be-all and end-all of official rugby games.

In terms of gameplay, *Rugby 2004* delivers a slick, realistic rugby simulation. Open play couldn't be easier to control, with the shoulder buttons allowing you to pass the ball to either side and the face buttons controlling other commands such as kicking. Set plays are also well organised with, dare I say it, an American



▲ A new play book-style set-up means you can treat scrums like set-pieces

football-style play book letting you pick your tactics coming out of a scrum or lineout. Scrum control is quick to master, and with a decent front row you're driving those Wallabies back in no time.

The commentary may be a little wooden, and the player models a little strangely proportioned, but overall EA Sports *Rugby 2004* is a well presented and fun to play rugby simulation. ■ JAMIE WILKS



▲ Get stuck into the tackles

TRAIN UP

Rugby can be a bit complicated if you're new to the sport, but luckily *Rugby 2004* offers full training modes that explain each area of the game to you, allowing you to get some practice in. We recommend you start off with the General Play training, and move onto set plays later...



▲ Ah, there's nothing like a bit of open-play training...



▲ ...the first tackle is made, so let's throw some bodies in there...



▲ ...before releasing the ball down the wing...



▲ ...where I get closed down, but I've got a man over...



▲ ...and away he goes! Run, boy, run!

"REALISTIC"

PS2 VERDICT

FOR

- All the official licences
- All the league and tournaments
- Slick, enjoyable gameplay
- Excellent Training Mode

AGAINST

- Commentary a little wooden
- Odd-looking player models

ALTERNATIVES

- EA Sports Rugby (Issue 10, 7/10)
- Jonah Lomu Rugby (PSone)

LONGEVITY

- Five massive competitions, plus custom leagues to keep you playing.

OVERALL

If you want a rugby game, this is it. Scrum-ptious.

8



PUBLISHER:
Midway Games
DEVELOPER:
Deibus Studios
ON SALE:
September 19th
NO OF PLAYERS:
1-9
PRICE:
£39.99

<http://www.midway.com>

FREESTYLE METAL X

FREESTYLE METAL X IS NOT THE TENTH GAME IN A FRANCHISE. IN FACT, THE 'X' MEANS IT'S HIP AND YOUNG; BUT DOES IT ROCK?



▲ Levels are designed to give maximum airtime

Forgoing any narrative, the idea is to take your rider to the top of the muddy pile in a series of stunt-based challenges and competitions that have you collecting cash to progress. *FMX* takes place across eight varied levels. The surprisingly-large areas feature ramps and slopes to perform 'sick' tricks. There's also a park editor for your own twisted tracks. As is traditional, success in the levels sees you open more tricks, stunts, bikes, riders and levels.

While it won't win any awards for visual excellence, the graphics do their job and keep the flow of play smooth. Unfortunately much of the game, while sound, feels unoriginal in the mass of similar-genre games on the market; but it's the controls that stick out.

JOBBING

FMX offers a technical aspect; the controls feature a clutch so you can generate speed bursts and the ability to burnout. There is also a suspension trigger to launch your bike off ramps. However, these controls conspire to remove the fluidity of movement. *FMX* is also unforgiving in the application of stunt modifiers, used to boost stunt scores, and seems to require fingers faster than a pickpocket. A nine-player Party Mode does little to add to the thrill, but may prove a short distraction.

While there's nothing devastatingly wrong with *FMX*, there's nothing that makes it stand out, apart from the fact you're riding a bike. Come for the scenery, but you'll find it very familiar. ■ KEVAN MANDER



▲ The manual camera can give you a new perspective



▲ Burning out your tyres gives you a boost



▲ This is commonly known as a 'sick' stunt



▲ An amazing trick, the reverse stoppie

WHO DARES

Two levels provide stunt challenges for you to gamble your cash on. Bus-Jumping, Car-Jumping, the Tunnel of Flame, the Wall of Death and Loop the Loops (pictured) all provide an entertaining distraction. But Human Dart takes the crown, as you take the place of the dart in a giant bowl-shaped dashboard.



PS2 VERDICT

FOR

- Large Areas
- Plenty of variety
- Park Editor

AGAINST

- Lacks originality
- Clumsy controls
- Multiplayer lacking

ALTERNATIVES

- Shox (Issue 24, 8/10)
- Tony Hawk's 4 (Issue 26, 10/10)

LONGEVITY

- Good for a few hours of play, but don't expect to be entranced.

OVERALL

Generic extreme sports game that fails to shine.

6

"SEEMS TO REQUIRE FINGERS FASTER THAN A PICKPOCKET"



PUBLISHER:
SCEE
DEVELOPER:
Level-5
ON SALE:
September
NO OF PLAYERS:
1
PRICE:
£39.99

<http://uk.playstation.com>

THE SEQUEL TO THE FIRST BIG PS2 RPG FINALLY ARRIVES. THIS IS OUR CHRONICLE...



▲ The lethal cabbage attacks



▲ I think this engineer needs help



▲ Max and Monica, the heroes of the day

DARK CHRONICLE



Remember *Dark Cloud*? In the dim and distant days before the PS2 launched in the UK, we were teased with footage from this game showing town-building, magic carpet rides and fast-paced real-time combat. 'It's a *Zelda*-killer!', we all shouted.

The game finally surfaced, and it was a tremendously enjoyable run-around. For the first ten hours. Then it became apparent there was nothing much to do but mess about in featureless, random dungeons and rebuild villages to the exacting requirements of the inhabitants. The plot was postage-stamp material, the graphics were average at best, your weapons broke and were lost forever if you so much as looked at them the wrong way and the sheer repetition meant that the game grew stale long before you completed it. Oh, and your character had a permanent raging thirst that meant you were dead if you didn't knock some water back every five

minutes or so. Two years on, and Level-5 emerge with the sequel: *Dark Chronicle*.

The gameplay mechanics still revolve around raiding randomly-generated dungeons for the bits you need to rebuild villages using the Georama system, but this time things are much more in-depth. For one thing, you no longer need to collect building pieces stashed away in Atla spheres. Now you collect Geostones and feed them into your town-building robot/ship. You then get a run-down on what you can or can't build, and must head down to the shops to get the raw materials. In addition, you can go into much finer detail when town-building, right down to painting surfaces and tweaking chimney stacks.

DUNGEON DELVING

Aside from that, the dungeons are much the same as before, only considerably better



▲ Max kicks butt



▲ More attempts to help the engineer



"TERRIFIC DETAIL"

looking. Thankfully, there's so much more to do besides dungeon-crawling. The dungeons don't grow old and stale this time around.

The main quest on its own is worth a good 30-40 hours of your time, but once you toss in all the extra stuff, the game's playtime doubles. Just for starters, there's Steve, a mechanical weapon who comes in very handy in the dungeons. Easily tweaked and upgraded to your own personal requirements, he's a heavy hitter who proves invaluable during tough fights, though like all weapons, he needs maintenance to keep him ticking over.

IMPRESSIVE AESTHETICS

Graphically, this is one of the best looking games on the PS2 to date, sporting terrific texture detail and variety, not to mention a rare example of cel-shaded characters that actually look good. Despite all the on-screen detail and effects-work, the framerate never bogs down and the game always runs smoothly. A strong soundtrack and surprisingly good voice-acting round off the package nicely.

This game is more playable and feature-packed than any other RPG in recent memory. Developer Level-5 has ensured *Dark Chronicle* not only fixes all the problems that plagued the original game, but gives us something so bursting with gameplay and things to do, mere words can't do it justice. The exceptional graphics and production values are just the icing on a very large and tasty cake. RPG of the year? I should say so! ■ TIM WRIGHT



▲ Inventions like these come in handy



▲ The wait for Sunday lunch at the local tavern...



CHANGE IS FOR THE BETTER

Another improvement in the dungeon-hacking is you now only have to worry about two characters, rather than the large cast from the first game. This streamlines dungeon exploration and reduces the amount of toggling back and forth between characters you had to endure in *Dark Cloud*. Additionally, the dreaded Thirst Meter is gone, and while weapons still break, they last a lot longer and aren't gone forever once they bust. Weapon repair powders are also abundant, so you never need to worry unduly about serious snaggage.



SO MUCH TO DO....



There's more to the main quest than Steve the robot and town-building. Once you have a fishing rod, you can fish anywhere you find water (including in dungeons). Said fish can then be eaten, sold, put in an aquarium and raised in your spare time or placed into fish-racing tournaments.

Not enough? How about the ability to photograph anything you see and formulate ideas for new inventions from shots of certain items? To invent these items, you need to track down the component parts and hope the idea works once you put the pieces together. And after a hard day's dungeon-hacking, you can also play a round of golf.



PS2 VERDICT

FOR

- Superb graphics
- Loads of mini-games
- Lots of freedom to invent things
- A real sense of fun
- Fixes all the first game's flaws

AGAINST

- Random dungeons are not for everyone.

ALTERNATIVES

- Dark Cloud (Issue 10, 90%)
- Kingdom Hearts (Issue 25, 9/10)

LONGEVITY

- Expect to invest 30-40 hours in the main quest, but the extra features could easily double that.

OVERALL

A bottomless pit of gameplay and imagination. One of the best RPGs of the year!

9



PUBLISHER:
Capcom
DEVELOPER:
Capcom
ON SALE:
September 5th
NO OF PLAYERS:
1
PRICE:
£39.99

<http://www.capcom-europe.com>

CHAOS LEGION

PSi2 UNSHEATHES ITS MIGHTY BLADE AND WAVES IT AROUND THREATENINGLY...



▲ Stylish combat moves are one the big attractions in *Chaos Legion*

Just take a look at those screenshots. Doesn't it look like a certain other Capcom title? From a distance, you could almost say *Chaos Legion* was the next *Devil May Cry* game. It has a cool, Dante-like protagonist with a very big sword, spectacular visuals, furious pacing, lots of monsters to carve into quivering bloody chunks and a character with long, white hair....

Unlike *Devil May Cry*'s Dante, Siegfried is fairly down-to-earth. Gravity-defying jumps and aerial attacks aren't his style. Instead, he can string together combination attacks with his sword to decimate the thronging hordes. As with a lot of games of this type, Siegfried can also pull off a devastating special move once



▲ Chaos living up to its name



It isn't, though. In fact, *Chaos Legion* seems to take as much inspiration from Koei's *Dynasty Warriors* series as it does from *Devil May Cry*, but the execution feels different to either game.

Without wanting to spoil the plot too much, as the curiously-named Siegfried Wahrheit, you've made it your business to track down one Victor Delacroix, who used to be a fairly decent chap until some dubious types put the 'fluence on him, turning him into a rather less law-abiding citizen. Now, while the story is stylishly presented, with the trademark flair and stunning CG we expect from Capcom, it's really just the hook on which to hang several levels of furious mayhem filled with very large monsters.

SEPARATED AT BIRTH?

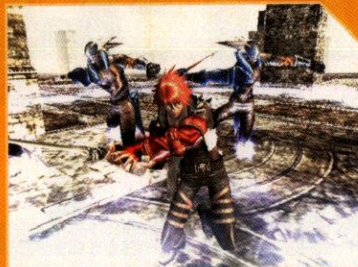
Now, it's not unusual for games developed by the same company to influence each other in various ways, but there are certain aspects to *Chaos Legion* that may make *Devil May Cry* fans do a double-take. Take these two disturbingly pretty chaps, for example. One is *Devil May Cry*'s Dante, the other is *Chaos Legion*'s Viktor. Can you tell them apart? Answers on a postcard to....



"DIVE HEADLONG INTO WAVES OF SWORD-FODDER"

ORDERING CHAOS

The legions can be summoned at any time, and you can then let them run loose, tearing up the opposition. If needed, they can defend you to make your life easier, or you can direct them to attack a single foe, which is very handy when facing a larger adversary. At the end of each melee, which lasts around a minute, experience points are awarded and you get the freedom to upgrade your legion, and later add new creatures to the roster.



"HIGHLY PLAYABLE"



▲ Guns and swords all play a part in the combat



his special meter has filled, but as mentioned elsewhere on these hallowed pages, it's his ability to summon the 'legions' of the title that keep this game from being yet another mindless hack-'n'-slash outing.

CHAOS ENGINE

Graphically, the game's a mixed bag. The frame rate is consistently high, even when the screen's filled with enemies, and there's a ton of detail wherever you look. The architecture of the buildings and ruins you fight in looks especially impressive. On the other hand, the backdrops are all a bit on the grey side, and there's visible pop-up in open areas.

There's also the problem of how linear the game is. A bit of freedom to explore would have been nice, but unlike the *Dynasty*

Warriors titles, you proceed down a set path, effectively making the game an exercise in clearing out each batch of enemies and then advancing to the next lot. The game is also fairly short.

Fortunately, while the journey isn't the longest you'll ever come across, it's highly playable and a big improvement over the tragic *Devil May Cry 2*. The experience system adds replay value as you can experiment with powering up different Legion creatures, requiring a change in tactics. Also, being able to dive headlong into waves of sword-fodder never seems to get old.

Overall, *Chaos Legion* is an enjoyable mix of furious action, with just enough strategy to keep it from being a shallow slaughter-fest. Well worth taking a swing at. ■ TIM WRIGHT



▲ Plenty of big, ugly monsters require your lethal attentions



▲ Just a big stretch



▼ Do you know the way to the Big & Tall store?



▼ Sieg and his little helpers



PS2 VERDICT

FOR

- Impressive graphical design
- Good mix of action and light strategy
- Good replay value

AGAINST

- Extremely linear
- Rather short

ALTERNATIVES

- Devil May Cry (Issue 13, 8/10)
- Dynasty Warriors 4 (Issue 34, 8/10)

LONGEVITY

- It's over quickly, but there's good replay value if you're so inclined

OVERALL

Short and linear, but a very playable hack-and-slasher with added depth.

7

PUBLISHER:

Acclaim

DEVELOPER:

Acclaim Cheltenham

ON SALE:

Out Now

NO OF PLAYERS:

1-4

PRICE:

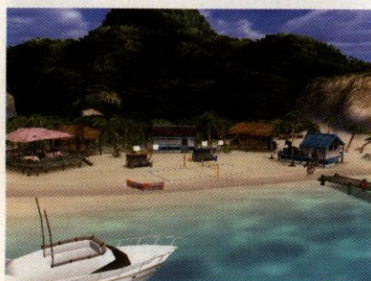
£29.99

www.acclaim.com



SUMMER HEAT BEACH VOLLEYBALL

WHAT DO LADIES DO IN THE SUMMER HEAT? TAKE THEIR CLOTHES OFF AND JIGGLE AROUND, NATURALLY...



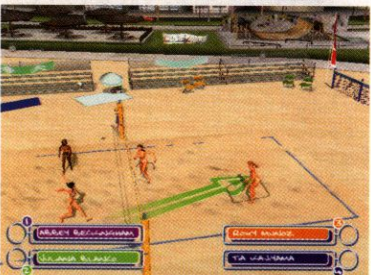
▲ There are 12 locations in all. There's a fair bit going on, but it's all too basic-looking



▲ More effort has been put into the character models, with sexy walks and just the right 'bounce factor' for all you lonely men out there



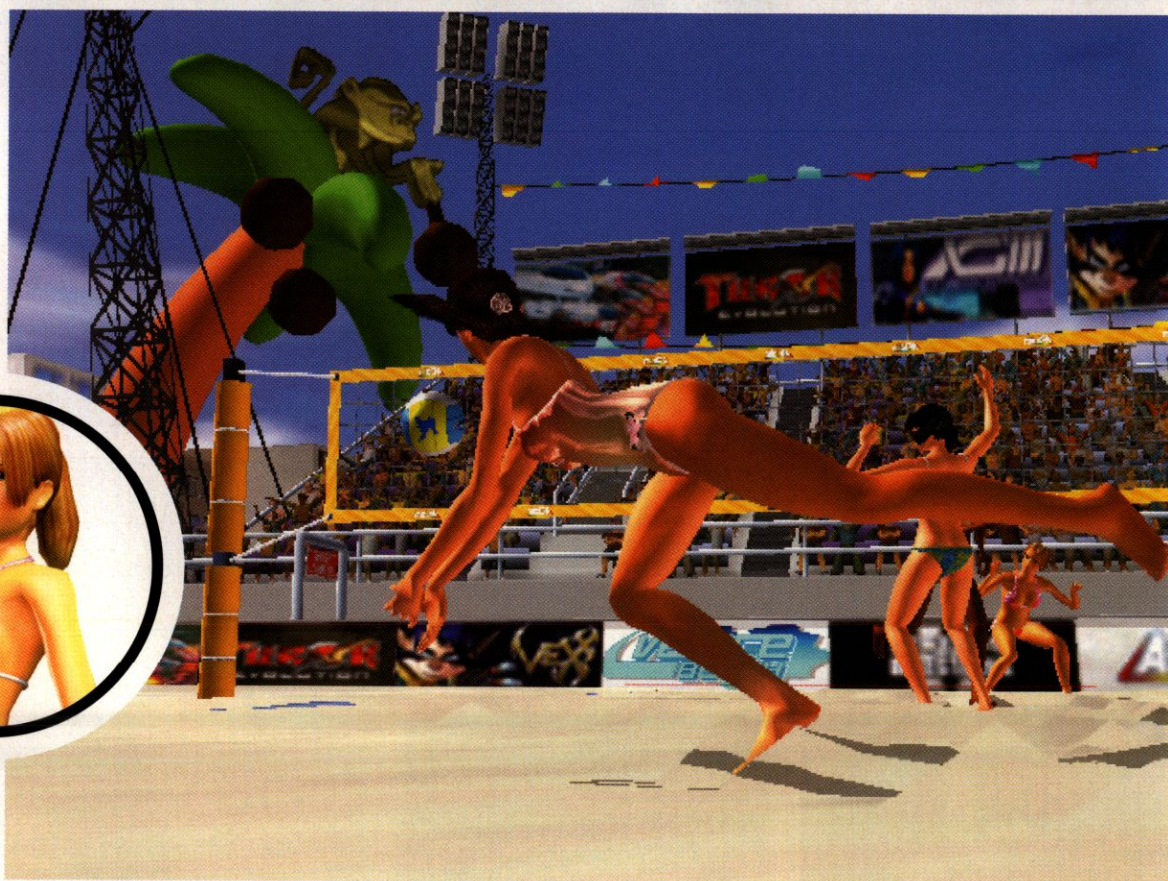
▲ You can customise characters and unlock extras accessories



▲ The more power applied, the less accurate your aim and the target area shrinks

THE BEACH HOUSE

The Beach House is a quirky option where the ladies hang out. Select 'Beach House' and you can take a virtual tour through a plush mansion, viewing everything you've managed to unlock. You also see other bonuses such as a jukebox, music videos and trailers for other Acclaim games.



▲ Sound effects are less spicy, with grunts and chatter accompanied by an over-animated and mechanical narration

It's just not the same for us girls. I mean, have you seen the state of the mutant blokes in this game? *Summer Heat* is a classic case of peek-a-boo gaming, where a flash up a pretty girl's shorts can all-too-often detract from the game in hand. But at least there's some sort of gameplay lying beneath the eye-candy, so you should at least try to keep alert.

Dead or Alive Xtreme Volleyball on Xbox is the obvious comparison, and this is Acclaim's PS2 effort. Admittedly, *DOA* is significantly less cold and clinical graphically. However, technically there's a deeper game here. There are more variations on moves for serving, passing, set attacks and blocking, which means you can introduce your own personal style into a game. Over Arcade, Exhibition and the Summer Heat US Tour, the 14 characters are rated on power, control and speed. The control masters pull off the mad stuff and the hard hitters offer the feint attacks and net slams. But any deep gameplay seems mismatched with the added intelligence and balance. Overall, power players dominate the game and your CPU-controlled

partner sometimes sets you up for a spike, but at times can be quite apathetic.

FOUR PLAY

These AI flaws can be best ignored in four-player mode, where you get enjoyment (albeit short-lived) exploiting your strategies and teamwork abilities. However, eventually those power players unbalance the game, and any sense of realism, along with genuine interest, fades and dies.

Despite the AI issues, *Summer Heat Beach Volleyball* partly redeems itself with a kinder price, and you can enjoy it for a while. The characters lack the same charisma of the *DOA* babes, but it does have more scope with its manoeuvres. ■ LISA ASH

"SOME GAMEPLAY BENEATH THE EYE CANDY"

PS2 VERDICT

FOR

- Four-player mode
- Choice of moves
- Tits and arse (wahay)

AGAINST

- Token tits and arse (yawn)
- Inadequate AI
- Poor animations and basic graphics

ALTERNATIVES

- Pro Beach Soccer (Reviewed this issue)
- Splashdown 2 (Coming next issue)

LONGEVITY

- If you want to stick with it, there are over 200 hidden extras and mini-games.

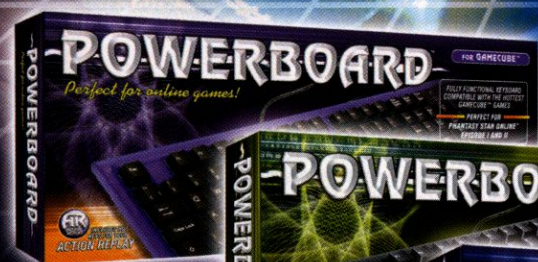
OVERALL

If the AI functioned as well as the boob physics, this game would offer more.

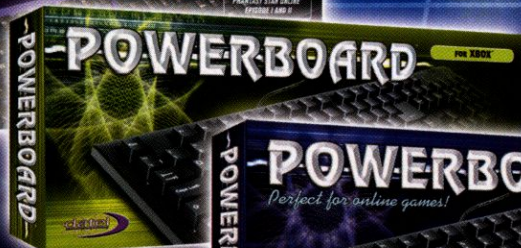
6

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GAME

www.game.uk.com

WWW.
**CODE
JUNKIES**
.com

PUBLISHER:
Wanadoo
DEVELOPER:
PAM Development
ON SALE:
August 8th
NO OF PLAYERS:
1-4
PRICE:
£30

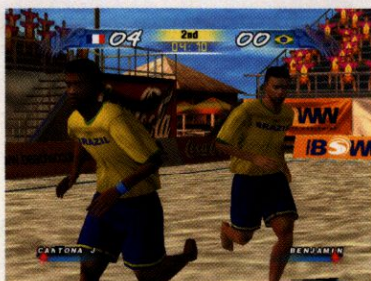
<http://www.pamdev.com>

"AI OF THE
OPPONENTS IS
DUBIOUS"



**OOOH-AAAH
CANTONA**

Quelle surprise! It caught us out as well, but it turns out that after leaving professional football, while between movie roles, poetry and making bemusing statements, the man famous for his high-kick is the player/coach of the French Beach Soccer team. *Sacre Bleu!*



▲ Check out that lively crowd



▲ Keeping the ball up is key to the game



▲ The cat heads are the style-power bars

BEACH PRO SOCCER

THE BEACH HAS MANY USES. A RESTING PLACE, JOINING THE SEA TO LAND, A PLACE FOR SAND TO GET IN YOUR PANTS AND A FREQUENT VENUE FOR FOOTBALL GAMES WHILE ON HOLIDAY...

Professional beach soccer isn't a sandcastles-for-goalposts game. Apparently, ever since the mid-'90s, the sport has been taken very seriously – although not by anyone with common sense. Pitched as the fun alternative to FIFA and *Pro Evo*, *Pro Beach Soccer* could fill a niche. It's an interesting idea; because the sand slows the ball down, it is important to keep it in the air and moving.

■ SANDY PANTS

Pro Beach Soccer plays on this with an interesting feature of style points that build up in a power bar as you keep the ball up. Once the power bar fills up, your team is charged with super-powers for a short

period of time which completely throws the game out of balance.

The controls, while very simple, are unresponsive, and players are often left standing next to a free ball instead of pouncing on it. When they do work, the game becomes ridiculously easy – simply running towards goal and hoofing the ball at the goalie seems to work well. And if you don't score, there's probably another player ready to pounce on the loose ball and slot it in. The AI of the opponents is also dubious, with open goals ignored in favour of a cross from the wing, or just standing still when the ball lands close.

Despite a good selection of countries, challenges and tournaments, *Pro Beach* is a below-par five-a-side game with little to recommend it other than the presence of Eric Cantona in the French team. ■ KEVAN MANDER



▲ Show off your ball skills

PS2 VERDICT

FOR

- Original concept

AGAINST

- Looks naff
- Dodgy AI
- Lacks balance
- Unresponsive
- Not proper football

ALTERNATIVES

- Sega Soccer Slam (Issue 26, 8/10)
- Red Card Soccer (Issue 20, 6/10)

LONGEVITY

- Assuming you're insane and like it, it could last a while.

OVERALL

An embarrassing attempt to spice up the soccer scene.

3



PUBLISHER:
Wanadoo
DEVELOPER:
PCCW
ON SALE:
August 29th
NO OF PLAYERS:
1-4
PRICE:
£29.99

www.wanadoo-edition.com

RAGING BLADES

YOU CAN'T HAM IT UP ENOUGH WHEN THERE'S EVIL TO BE CONQUERED. NOW, WHERE DID I PUT MY COMBAT MONK PANTS?



▲ Press 'X' while running and Raybrandt materialises ice pillars to stop an opponent in their tracks

Raging Blades has a likeable, tongue-in-cheek Gauntlet quality, all ham-voiced commentary and unlikely tales of unfathomable evil. It's set on a besieged continent where you must travel in stages on a flowing pathway of destruction, with your one prime aim being to successfully wade through killing objectives using a bottomless pit of attacks.

In Story Mode you can choose from swordsman Gray, Bud the axe-handed warrior, wizard Raybrandt or Tina the combat monk. Each has similar basic short- and wide-ranging attacks, with different key weapons and a distinctive special move. Controls are instant and smooth, making action fast and fluid, with a dutiful camera swooping alongside your way. And, as you progress through stages, a seal is broken to the next section of the world. A big plus is co-operative two-player, where you can have a mate in at any stage to complete the adventure.

ALL MASHED UP

Think about your pummelling. Decide on combo tactics for specific enemies, as

certain foes need taking out first (to avoid those long-range attacks). Consecutive hits bring about on-screen comments to up your battle kudos. And to boost your rank, it's important to strike as many big attacks as possible without getting damaged in the shortest playtime possible. Also, smash items to reveal Invincibility, Shield and Health icons as well as special power attacks to strengthen your skills (introducing the power of Fire, Thunder and 'The Vampire').

It's not just flowing pathways through cemeteries and castles. To break it up, certain sections are more futuristic, confronting you with luminous, moving platforms and watered-down puzzles. This works well, and subtly varies the action. There's also a good range of

enemies and obstacles, from standard armoured guards to laser bots, floaty electrifying bubbles or levitating fire particles, through to the more imaginative anime-inspired boss characters.

Raging Blades is surprisingly well crafted, despite sometimes feeling like a poor relation to other games in this genre. But this has been reflected in the price. Nicely (and realistically) priced at just over the 20 quid mark (if you shop around), this game is a decisively no-frills hack-'n'-slash offering, lending some instant gratification. ■ LISA ASH

FIGHT CLUB

There are no CPU opponents available in Duel Mode, so you have to get up to three of your buddies around to sample some versus action. Two to four players can compete here, where battles eventually unlock 20 extra characters. Here you can organise set up of your team, select different stages and choose handicaps.



▲ This is part of the luminous Labyrinth of Antiquity



▲ Smash chests, urns and barrels to discover recovery potions and icons for invincibility and extra powers



▲ Each time the player's Force Gauge (top left) is at its maximum, you acquire another special attack

"REALISTICALLY PRICED"



▲ Hit the 'Circle' button to put victims into a temporary trance

PS2 VERDICT

FOR

- Fast-paced arcade feel
- Four-player battles
- Co-operative play
- Good sound effects

AGAINST

- Cheap interfaces and less refined graphics close-up
- Tedious for some
- Unoriginal

ALTERNATIVES

- Gauntlet Dark Legacy (Issue 9, 8/10)
- Devil May Cry 2 (Issue 30, scored 8/10)

LONGEVITY

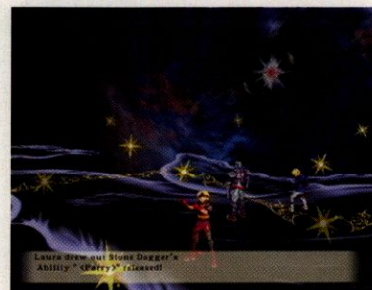
- Finish the adventure in Story Mode and unlock a hidden mode plus replay options in Duel Mode.

OVERALL

Inexpensive yet respectable fantasy old-school slasher.

6

PUBLISHER: Square-Enix
DEVELOPER: Squaresoft
ON SALE: September (UK) Out Now (US)
NO OF PLAYERS: 1
PRICE: £39.99 (\$60 in US, check with importer)
<http://www.u-saga.com>



PS2 GETS ITS PAWS ON THE US VERSION OF SQUARE'S LATEST RPG. WE CAN STILL HEAR THE SCREAMS...

UNLIMITED SAGA

IMPORT REVIEW!

For their only other big RPG of the year besides *Final Fantasy X-2*, Square-Enix has rolled out *Saga Frontier 3* – or *Unlimited Saga* to you and me. This entry keeps the main elements of the

originals, namely multiple separate adventures whose plots criss-cross over each other to form a larger epic, plus the non-linear gameplay.

On the upside, *Unlimited Saga* offers a generous dose of striking music, some occasionally impressive hand-drawn artwork and a brave attempt at shaking up the increasingly-staid RPG gameplay mechanics we're used to. Unfortunately, in action this is one of the most user-hostile and annoying RPGs in human history, one that most people will become too frustrated with to even bother completing.

HAND MADE

Just for starters, you can forget about freely exploring the various dungeons and the world map. Regardless of which character you pick, the world map is just that – a static, hand-drawn map upon which you select your next destination with a cursor. Once in a town, at no time do you take control of your character and have a jolly good wander-around as towns are laid out in much the same way. Point at a town location with the cursor, select it and discover with mounting horror that the building you've entered amounts to yet another still image, only this time with reams of tedious menus to wade through if you want to get anything done.

During all this exciting, dynamic gameplay (that was sarcasm), you eventually pop into the inn to see what quests are available. These quests may or may not further your character's plotline, as some are seemingly irrelevant and are just there for experience. But regardless, once you've signed up for one, you can head out into the field and discover just how badly wrong an RPG can go if the developers try hard enough.



▲ Dungeon exploration via menus. What joy

"USER-HOSTILE WITH ANNOYING REAMS OF TEDIOUS MENUS"



A TRAGIC SAGA

The 'Saga' series has been the redheaded stepchild of Square's catalogue for years now. While virtually all of Square's PSone outings were greeted with rapturous applause, *Saga Frontier* received a chorus of 'What the hell is this?' Boring, ugly and frustrating in equal measure, it was a game only a mother could love. *Saga Frontier 2* fixed the 'ugly' part (it looks truly lovely), but kept the boring and frustrating bits.



At least in their favour, these two entries played more like real RPGs and didn't resemble glorified menu trees.



A TRAUMATIC EXPERIENCE

One especially nasty and unpleasant gameplay "innovation" comes from the brain-dead experience system. Level-ups and stat increases are stockpiled after every battle, but are only awarded to you on successfully completing a dungeon "board". Should you have to leave the dungeon early for any reason, the game casually tosses all your hard-won spoils out of the window.



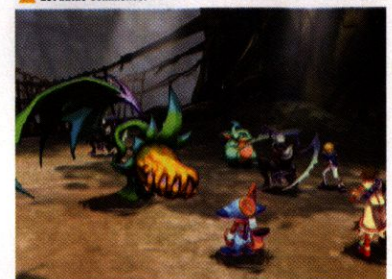
displaying no more frames of animation than an old SNES game. If the screenshots dotted around look impressive, bear in mind it only looks that good when it's not moving. This is made worse by the tedious combat

that emphasises a slot-reel combo system. It spins so fast, successful combos happen by pure fluke.

Unlimited Saga is an immensely disappointing game, one that seems designed to alienate the player at every turn with its endless menus and tedious, stilted gameplay. If it played like a more traditional RPG it may have been onto something, but as it is, it's down there with *Ephemeral Fantasia* and *Evergrace* as one of the worst RPGs on the PS2 – or any other format – in years. ■ TIM WRIGHT



▲ Let battle commence!



▲ It looks good here, but just wait till it starts 'moving'



▲ The town exploration menu. Fun

PS2 VERDICT

FOR

- Superb soundtrack
- Occasionally impressive artwork

AGAINST

- Frustrating combat relies on luck rather than skill
- Menu-centric gameplay
- Ill-conceived 'boardgame' dungeons
- Dreadful animation
- Incredibly tedious

ALTERNATIVES

- Breath of Fire: Dragon Quarter (Coming soon)
- Wild Arms 3 (Issue 31, 6/10)

LONGEVITY

- Over 100 hours if you get into it. Bet you won't, though.

OVERALL

A train wreck of an RPG that fails in every area, bar its impressive music.

3



▲ Yet another brain-melting menu

In the field and in dungeons, you still don't get freedom of movement, but instead you get a bizarre RPG boardgame set against yet another static backdrop. Gameplay amounts to moving your tiny, inanimate sprite across the game board in single steps. A small illustration of what's on that square may appear in the corner of the screen, whether it's a treasure chest, a trap, a battle, a doorway or a flight of

stairs into the next area. To say it doesn't make for an immersive or enjoyable experience is the understatement of the year.

NO MOVEMENT

It's only during battles that the graphics actually move, and even then, the 3D backdrops are rudimentary. The hand-drawn characters jerk around like marionettes,



**PUBLISHER:**

Namco

DEVELOPER:

Monolith Software

ON SALE:

Out Now (US Import Only)

NO OF PLAYERS:

1

PRICE:

\$60 (US Import)

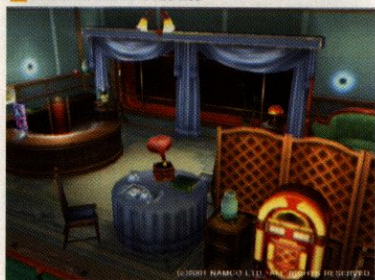
<http://www.namco-xenosaga.com/>

XENOSAGA EPISODE 1: DER WILLE ZUR MACHT

SOMETIMES IT'S HARD TO TELL WHETHER A GAME'S GREAT, BUT XENOSAGA LEAVES YOU IN NO DOUBT ABOUT ITS PLACE IN GAMING HISTORY.



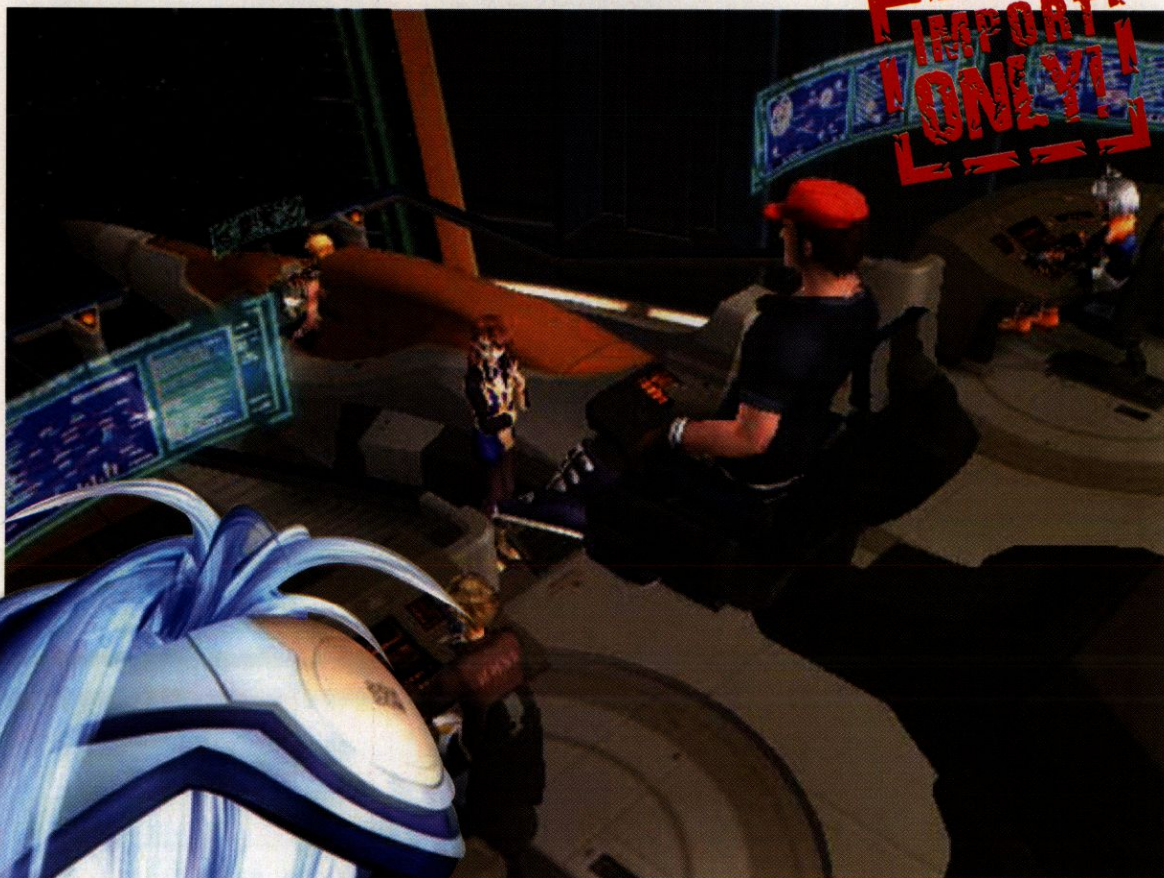
▲ Shion is like a mother to KOS-MOS



▲ Well designed areas are abundant



▲ KOS-MOS is the ultimate killer



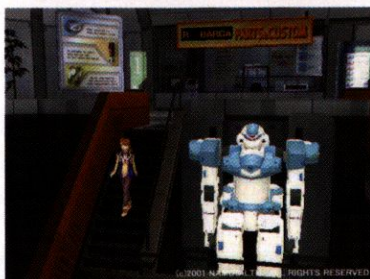
▲ Teamwork is the name of the game

Xenosaga: Episode 1: Der Wille zur Macht (Will to Power) is a Japanese-style RPG, but it's so much more as well.

The game takes your standard console RPG conventions and evolves most of them. While *Final Fantasy* concentrates on angst-ridden young men, the focus for *Xenosaga* is a young female scientist. While other RPGs plague you with random battles, *Xenosaga* shows you the enemy on screen so you can try and avoid battles. Many other games pad out the back-story with hokey pseudo-mystical references, but *Xenosaga* takes in film, Jewish mysticism and hardcore European philosophy. But it isn't impenetrable. As Shakespeare wrote, 'An honest tale speeds best, being plainly told', and this is what the developers have done, so you won't need an encyclopedic mind to enjoy the game.

The story starts on board the starship Woglinde, where Shion Uzuki is testing out a new genetic battle android called KOS-MOS. This section neatly allows you to learn the controls and the battle system. Meanwhile, a special force is collecting a mystical giant gold artefact called the Zohar, which is reminiscent of the monolith in Kubrick's *2001*. And if that wasn't enough, you're deep in enemy

**"TAKES IN FILM,
JEWISH
MYSTICISM AND
HARDCORE
EUROPEAN
PHILOSOPHY"**



▲ Mechs play a small part within the game



▲ Cheerleaders aren't included



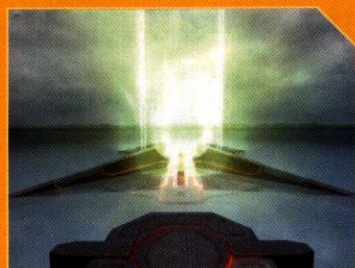
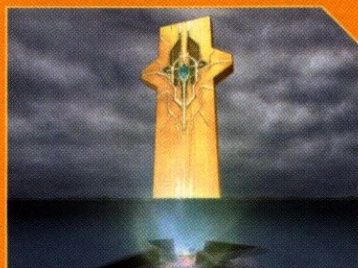
▲ Boosting your AP unleashes great powers



▲ Three characters make up a battle team

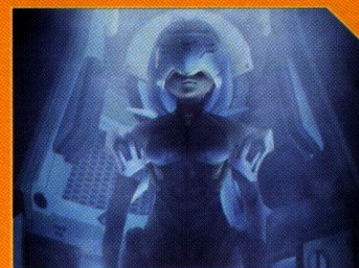
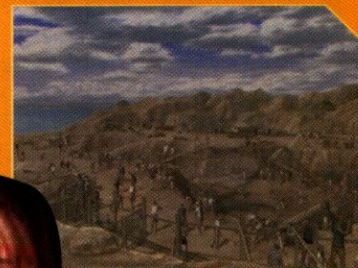
READ BEHIND THE LINES

Laden with meaning, *Xenosaga* has a wealth of background material behind it. For instance, the mysterious Zohar is a reference to a Second Century book that's key to the Kabbala (Jewish mystical tradition) and deals with, among other things, the divine creation process, the problem of evil and the cosmic significance of human action.



MOVIES, MOVIES, MOVIES

It's no secret that cut scenes are a staple of the RPG genre, and *Xenosaga* is no different. However, it's come in for criticism for the length and frequency of the scenes. While they're popcorn-munchingly long, they certainly aren't lacking in quality. Superbly directed, they propel the plot through the use of some excellent scriptwork, performances and the use of narrative film tricks. The cut scenes may be long, but they're never dull.



territory with no back-up. It may take a while to get going (about two hours), but the build-up is superbly handled as it takes you through game concepts, builds up the characters and the tension about KOS-MOS and Kohar. We won't spoil it for you, but if you're after a well thought out RPG over a quick action fix, you'll love *Xenosaga*.

DEEP BACKGROUND

Although the main part of the game is about unveiling the story through talking to people and performing tasks, an RPG without combat is like a burger without the bun. This is where *Xenosaga* toes the line and relies on turn-based party battles where members take turns smashing seven bells out of each other. One interesting twist is the use of action points that let you skip turns to build up points so you can unleash more powerful attacks or perform more tasks in your next turn. As you progress through battles, some of them are very tough and a constant eye on your team's hit points is necessary.

XENOPHILE

The game looks solid, with well animated characters

"EVOLVES THE STANDARD RPG CONVENTIONS"

and crisply designed scenery. Others have complained about the length of the cut scenes, and while they may not rival those in the recent *Final Fantasy* games, they're superbly directed and never dull.

We often find stereotypical folks filling out the populace in RPGs, but *Xenosaga* seems to have avoided that through scripting that superbly realises the game's incidental characters.

The music, performed by the London Philharmonic, is excellent. And for those hardcore gamers worried about the voice dubbing, it's far superior to the emotionless monotone that such games usually receive.

Xenosaga is an excellent game. While it may not reach the European shores like its cousin *Xenogears*, if you're a fan of deep stories and excellent RPGs, or even just fancy trying one of the best games this year, you should consider figuring out a way of playing this gem. ■ KEVAN MANDER

PS2 VERDICT

FOR

- Involving story
- Great characters
- Superb direction
- A classic

AGAINST

- Movies may be too lengthy

ALTERNATIVES

- Final Fantasy X (Issue 17, 9/10)
- Dark Chronicle (Reviewed this issue)

LONGEVITY

- Including all the side-quests, you could see your life disappearing.

OVERALL

An excellent RPG that's involving and educated.

9

PUBLISHER:

Sony

DEVELOPER:

Cattle Call

ON SALE:

Out Now (US Import Only)

NO OF PLAYERS:

1

PRICE:

\$60

<http://www.us.playstation.com>

ARC THE LAD: TWILIGHT OF THE SPIRITS

PSi2 EARNs SOME MORE EXPERIENCE POINTS WITH ONE OF SONY'S FLAGSHIP RPG SERIES...



▲ Darc squares off



▲ Behold my twinkly magical powers!

Winning this month's 'US Import Least Likely to Come to the UK' award is Sony's own *Arc The Lad: Twilight of the Spirits*, the fourth outing in a series constantly passed over for a Western release. Fortunately, with US translation-meisters Working Designs cranking out a Super-Deluxe box set of the first three

games a little over a year ago, Sony has quickly brought over this fourth game from Japan (for US audiences at least).

ARCING

Fortunately for newcomers, *Arc 4* takes place hundreds of years after the previous game and makes only occasional nods to the events of the original series. Told from two different viewpoints, *Arc* deals with the coming war between the land of Humans and that of the Deimos (monsters to you and me).

As the human Kharg, son of a legendary war hero, you set out from your village on a quest related to the coming threat. The other perspective is that of a Deimos named Darc, who's related to Kharg in a rather surprising way. The animosity between the two because of their race is unusual for a videogame, and it's refreshing to see it giving the usual RPG clichés the boot in favour of weightier themes such as racism.

Getting away from that heavy stuff, *Arc* is a strategy RPG with the kind of turn-based

**"ONE OF THE MOST
ENJOYABLE COMBAT SYSTEMS
IN QUITE A WHILE"**



WHO'S THIS ARC LAD, ANYWAY?



Back in 1995, when the PlayStation launched, *Arc the Lad* was Sony's stab at getting RPG players on board its new console. Having poached G-Craft from Nintendo-land (where it had developed *Front Mission* for SquareSoft), *Arc* was the first of a two-part epic RPG that helped put the PlayStation on the map in Japan. The game never made it to the West due to Sony's (then) policy of snubbing anything that didn't sport 3D graphics. This ended up screwing the Western world out of its 1996 sequel and its monster-battling spin-off. A further 1999 sequel (with new and improved 3D graphics) also fell by the wayside.

In 2001, Working Designs snagged the translation rights and finally put out the *Arc the Lad Collection*, a jumbo box set containing the complete series (plus sundry goodies and a making-of documentary). It's a US-only release, so you need to get importing to play it. Providing you have a machine to play it on, that is.



▲ Combat is rarely pretty



▲ Kharg, meet Darc



▲ Strike!

tactical battles you might have seen in games like *Vandal Hearts* or *Final Fantasy Tactics*. The difference is that much like the earlier games in the series, there's just a hint of real-time action to it.

During your turn, you have the freedom to move your currently-selected character around the battlefield within his or her complete range of movement, and without the limitations of the old grid-based map. It means you have a lot more freedom of movement and don't need to strike until you're ready.

Sneaking up behind enemies to attack their weak points, teaming up with adjacent party members for devastating combos or utilising all of your party members to flank and surround enemies from all sides to prevent them escaping. It's all here, and is one of the most enjoyable combat systems in quite a while.

EXPENSIVE

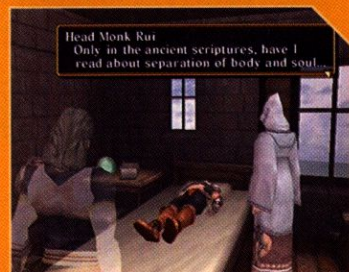
The only real downer is that magic, used with Spirit Stones that need to be replaced after use, tends to be so expensive at high

levels and so ineffective at low levels, you spend most of your time pummeling away with regular weapons.

Still, with its edgier plotline and enjoyably different battle system, not to mention the option to bypass random battles on the world map should you wish, *Arc* is a refreshingly different strategy RPG – one that should come over to the UK if there's any justice in the world. In fact, when the only real complaint is it tends to be a little easy in places, there's no reason for it not to. So it probably won't. Bugger. ■ TIM WRIGHT

'TIL THE COWS COME HOME

Arc's developer Cattle Call has only one other major PS2 title under its belt. *Tsugunai: Atone*ment was yet another RPG that never made it to the UK. A fairly bland RPG with some serious gameplay balance issues later on, it cast you as a disembodied spirit trying to atone for an evil act you committed as a living being, by possessing the residents of a seaside town and solving their problems, making their lives better in the process. It flopped in the US, but being released within days of *Final Fantasy X* can't have helped its chances.



Head Monk Rai
Only in the ancient scriptures, have I read about separation of body and soul.

▼ Some characters can transform into monsters



PS2 VERDICT

FOR

- Strong storyline
- Top-notch strategic combat system
- Solid graphics.
- Don't fight if you don't want to!

AGAINST

- A little easy in places
- Magic system somewhat unbalanced.

ALTERNATIVES

- Breath of Fire: Dragon Quarter (Coming soon)
- Final Fantasy X (Issue 17, 9/10)

LONGEVITY

- 35-40 hours, standard RPG length for a game of this kind.

OVERALL

Enjoyable strategy RPG that deserves a UK release. Well above par.

8

PUBLISHER:
SNK Playmore Corporation
DEVELOPER:
In House
ON SALE:
Out Now (Import Only)
NO OF PLAYERS:
1-2
PRICE:
\$60

<http://www.playmore.co.jp>



METAL SLUG 3

SNK'S FINEST
MAKES THE LEAP
FROM NEO-GEO TO
PS2. THIS IS
HARDCORE!



▲ Once you get past the shock of the time-warped 2D graphics, you begin to see the quality of the animation

Remember the Neo-Geo? Whether you've played on a Neo arcade system or one of SNK's Neo-Geo consoles, you've undoubtedly had the pleasure of playing some part of the format's most celebrated series.

For the uninitiated, this latest (con)version is pretty similar to its predecessors. It's a super-smooth 2D platformer-cum-shoot-'em-up. Run, walk and jump, generally from left to right, all the while shooting anything and everything that blocks your passage. And, as you go, save all those who have

been captured by the game's nemesis. Good versus evil, you see, and good must win out.

Take a cursory glance at the screenshots on this page. Not impressed? Well, while it's true that *Metal Slug 3* is based on ancient technology, it's also fair to say stills really



don't do it any favours. In motion, *Metal Slug 3* looks like a cartoon of the highest order, with some of the smoothest animation and most intricate details ever peddled in a 2D videogame. Believe us, it's sublime.

Not unsurprisingly, though, it's *Metal Slug's* gameplay that makes it such a great title. Control is tight, level design is continually inventive and the game's set-pieces – its bosses and its huge explosions – are truly a sight to behold. And yes, when set to 'difficult', *Metal Slug 3* is rock hard. If only more 3D games were as fun and challenging as this... ■ JONTI DAVIES

"GOOD VERSUS EVIL, YOU SEE"

CONTINUE? 9...

The PS2 version of *Metal Slug 3* treats us to two new modes of play, unlockable via completion of the main game. The hilariously-named Fat Island Mode sees our heroes running around collecting fruit in order to shed some of that flab. No reasons are given for why this is necessary, but hey, it's good fun. The second secret mode is UFO, which involves even more aliens than are in the main game. Both are great additions to the spellbinding main mode. This really is the complete *Metal Slug* package.



▲ A variety of bizarre locations



▲ This guy looks r-eel-ly big. Ha!



▲ No deep space action here



▲ Massive robots cause massive problems

PS2 VERDICT

FOR

- Slick old-skool gameplay
- Vivid animation
- Great in two-player
- New game modes

AGAINST

- Looks dated compared to *Contra: Shattered Soldier*
- Dull soundtrack

ALTERNATIVES

- *Metal Slug X* (Not Reviewed, PSone)
- *Contra: Shattered Soldier* (Issue 30, 8/10)

LONGEVITY

- This one's a sleeper. You'll put it away after a few weeks, but you'll keep on waking it up for months and years to come.

OVERALL

- The best *Metal Slug* port ever. Superb.

8

IMPORT ONLY!

MAGIC PENGEL: THE QUEST FOR COLOR

PUBLISHER:

Agetec

DEVELOPER:

Taiko

ON SALE:

Out Now (US Import Only)

NO OF PLAYERS:

2

PRICE:

\$60

<http://www.agetec.com>

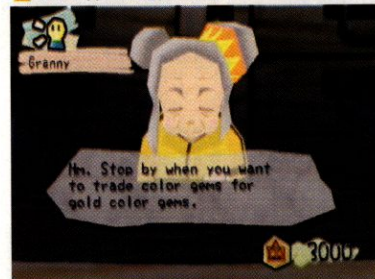
THOSE WITH HARD HEARTS AND A THIRST FOR BLOOD SHOULD TURN AWAY NOW, AS WE ENTER THE SLOW-PACED WORLD OF MAGIC PENGEL...



▲ Here's one we drew earlier



▲ 'Block' only prevents magical attacks



QUICK DRAW

Creating a Doodle is simple. Initially, you start out with just the ability to create a body. But later you can add arms, legs, wings, weapons and a head as you progress through the game. However, the colour and the size of appendages affect the stats of your creature. Design is king.



Magic Pengel is a simple game with a brilliant concept behind it: draw your own creatures. Although dubious at first, we were won over as our Frankenstein-inspired creation went from a bad 2D drawing to hideous 3D life (mmwwhaha) with a few simple moves of the joystick.

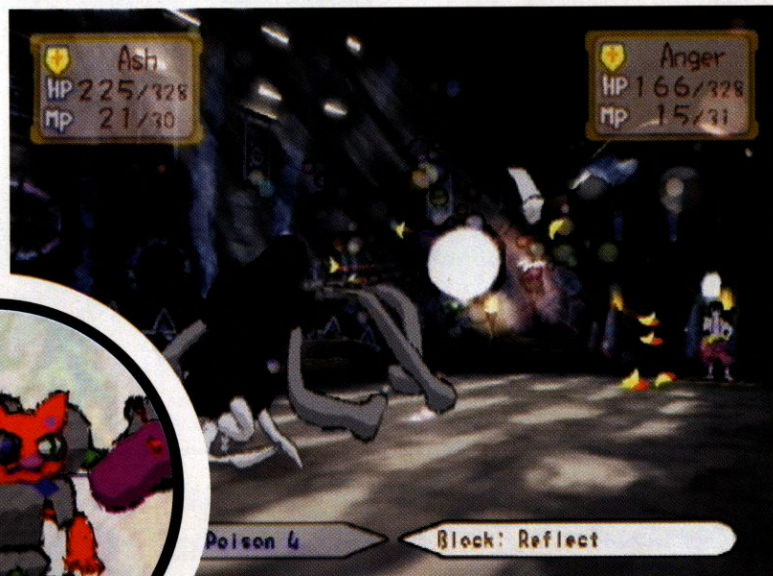
Our attempts to create a despicable horror were scuppered by the jolly animations, charming cel-shaded characters and sumptuously soft colours. Pengel is aimed at the young and tender-hearted. The magical tale of Doodles, lost Kings and missing heroes is sure to inspire those lacking cynicism.

The unusual first-person view lets you stroll through beautifully-realised streets and separates it from the rest of the RPG/adventure crowd. And if that doesn't have you gagging, there's a sugary soundtrack to go with it.

The main element of the game is a *Pokémon*-style turn-based combat system that sees your creatures fighting in arenas. Combat is based on a simple Paper, Scissors and Stone principle, but replaced with Attack, Block and Magic.

"COMBAT IS BASED ON A SIMPLE PAPER, SCISSORS AND STONE PRINCIPLE"

While simple, the presence of magic spells, colour strengths and the inability to repeat actions turn after turn adds an intriguing strategy element. However, the game area is quite small and has some lengthy loading times to boot.



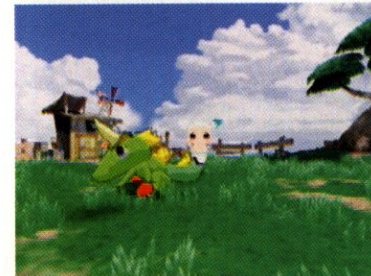
▲ Your creatures can have up to six arms and legs

Magic Pengel: The Quest for Color is a pleasing and innovative title, but lacks the size to make it great. A wonderful sweetness encases the game, and should be one to look out for if you want to see the lighter side of PS2 gaming.

■ KEVAN MANDER



▲ Zoe initiates you into the world of Pengel



"DRAW YOUR OWN CREATURES"

PS2 VERDICT

FOR

- Innovative
- Interesting combat
- Great style
- Sweet story

AGAINST

- Small game area
- Not for action freaks

ALTERNATIVES

- Yu-Gi-Oh! Duelists of the Roses (coming soon)
- Monster Rancher 4 (coming soon)

LONGEVITY

- The creature design could keep you coming back for a few months.

OVERALL

Pengel lacks in size, but it has bundles of charm and innovation.

9

PUBLISHER:
SCEE
DEVELOPER:
Square/Disney
ON SALE:
August 22nd
NO OF PLAYERS:
1
PRICE:
£19.99

www.kingdomhearts.com



KINGDOM HEARTS

This game really shouldn't work. Combining *Final Fantasy*-style characters with Disney's cartoon icons sounds like a recipe for disaster, but like baked Alaska or cheese and apple sandwiches, the end result is far tastier than you'd expect.

Kingdom Hearts isn't perfect. The Gummi Ship mini-game's a boring travesty, the camera's a long way short of acceptable and the difficulty level is pitched a little high for Disney's target audience (it's tricky



▲ A quick victory is on the cards...

enough to stretch dedicated role-players). But the enthralling action-based combat, tight, engaging plot and wonderful in-battle animation effects make it a surprisingly enjoyable experience.

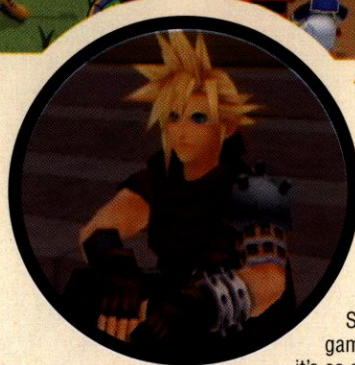
Kingdom Hearts isn't a dumbed-down or kiddie RPG. Indeed, it makes Disney stalwarts such as Donald Duck, Mickey Mouse, Pinocchio



▲ Donald, Goofy and Moogles vs Cerberus...

and Goofy look cool in a way few would believe possible. And nor is it a lazily cobbled-together collection of uneasy compromises. The Disney dudes sit very comfortably with the Square squad, and the game as a whole works –

it's as simple as that. It scored well as a full-pricer (9/10 in Issue 25), and is a bargain as a Platinum release. ■ IAN OSBORNE



CAN AN RPG FEATURING DISNEY CHARACTERS APPEAL TO THE PS2 MASSIVE?



PS2 VERDICT

FOR

- Makes Disney cool
- Great plot
- Good battle mechanics
- VERY original concept

AGAINST

- The camera
- The Gummi Ship

ALTERNATIVES

- *Final Fantasy X* (Issue 32, 9/10)
- *Wild Arms 3* (Issue 31, 6/10)

LONGEVITY

- Expect to spend around 25 hours on the main quest, or 40+ hours if you have to grab everything.

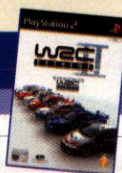
OVERALL

Impressive. Should widen the genre's appeal beyond the traditional swords-'n'-sorcery crowd.

9

PUBLISHER:
SCEE
DEVELOPER:
Evolution Studios
ON SALE:
August 22nd
NO OF PLAYERS:
1-2
PRICE:
£19.99

www.wrc.com/playstation



WRC II EXTREME



▲ A backseat driver's perspective?

Oh dear. It's not a complete disaster, but time has not been at all kind to *WRC II Extreme*. Despite making all the right noises, compared to the genre's leading lights it feels flat and unexciting.

It's a rally racer in the *Colin McRae* mould, but nowhere near as good. Sure, the car models are cool and there's a decent amount of detail in there, but the graphics look washed out and

the driving model lacks sparkle. The car bounces and swings just like it should, but the screen as a whole moves very smoothly, meaning you never feel part of the experience.

If *WRC II Extreme* was a drink, it would be a glass of water served at room temperature. Bland and lifeless, with little to tickle the taste buds. ■ IAN OSBORNE

IS THIS REALLY ONLY ONE YEAR OLD?

"WASHED-OUT GRAPHICS"

PS2 VERDICT

FOR

- Technically solid
- Good car models
- No major flaws

AGAINST

- Bland driving
- There's better out there
- No major strengths

ALTERNATIVES

- *Colin McRae Rally* (Issue 26, 9/10)
- *V-Rally 3* (Issue 21, 7/10)

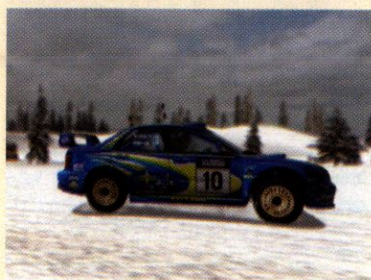
LONGEVITY

- Too bland an experience to keep you playing.

OVERALL

Functional, but fails to thrill. Play *Colin McRae* or the rally sections of *Gran Turismo 3* instead.

4



▲ Cool car models...





PUBLISHER:
Atari
DEVELOPER:
Reflections
ON SALE:
August 18th
NO OF PLAYERS:
1
PRICE:
£19.99

www.us.atari.com/games/stuntman_ps2



▲ Follow your director's instructions. Here you're told to drive around the truck



▲ Big bangs are all in a day's work, but watch for car damage

STUNTMAN

CAMERA, LIGHTS, ACTION! CUT – RELOAD...

This game delights and frustrates in equal measures. It's an incredibly original concept. You play a Hollywood stunt driver, and must execute a series of showpiece stunts for the cameras. You've no freedom in what you do. Completing each bite-sized scene involves precision driving and following your director's instructions to the letter. 'Accelerate, drive through the gap, hit the

boxes, skid around the bend', he screams. Put a wheel wrong or miss a timed manoeuvre and it's 'CUT!'

It's great fun at first, but as the difficulty level increases, you find yourself needing 20 or 30 attempts to complete the same stunt. Its unforgiving nature is aggravated by the 20-second reload you suffer every time you fail too.



Stuntman's a good game, but not an essential purchase. Ideal if you welcome a challenge, but if you lack patience, steer well clear. ■ IAN OSBORNE

PS2 VERDICT

FOR

- Original
- Well executed
- Great movie cut-scenes

AGAINST

- Frustrating
- Long load times
- Unforgiving

ALTERNATIVES

- Driver 2 (Issue 2, 92%, PSone)
- Twisted metal: Black (Issue 11, 92%)

LONGEVITY

- Should last a while if you don't give up out of sheer frustration.

OVERALL

Fun but frustrating, unusual but unforgiving, entertaining but not essential.

7



PUBLISHER:
Sony CEE
DEVELOPER:
Insomniac Games
ON SALE:
August 22nd
NO OF PLAYERS:
1
PRICE:
£19.99

www.ratchetandclankgadgets.com

RATCHET & CLANK

THE FURRY-FACED ALIEN AND TIN-HEADED ROBOT RUN RIOT...

Cute platformers are thin on the ground lately, with violent, profanity-riddled gangster sims and blood-soaked first-person blasters being the order of the day. So it's a welcome budget return for *Ratchet & Clank*, a game rivalled only by Sony's own *Jak & Daxter* in the platform stakes.

It's not particularly original. It feels very much like a *Crash Bandicoot* game, which is ironic considering its developer crafted the PSone's *Spyro* titles. In fact, its only new idea is that trashing enemies offers a monetary reward, which you can spend on ever-bigger weapons. But when the main characters are so loveable, the game

worlds so immersive and the action so polished, who cares?

Ratchet & Clank rarely strays from the classic 3D platform formula, but it's brilliantly executed. If you missed it first time around, it's well worth buying as a budget release.

■ IAN OSBORNE



▲ The weapons are very impressive



▲ Huge, immersive worlds...

PS2 VERDICT

FOR

- Immersive game worlds
- Great main characters
- Impressive weaponry
- Classic platform action
- Detailed, crisp graphics

AGAINST

- Unoriginal

ALTERNATIVES

- Jack & Daxter (Issue 15, 9/10)
- Crash Bandicoot: Wrath of Cortex (Issue 14, 80%)

LONGEVITY

- A good, solid week or two to get through it, and lots of extras to go back for if you're a completist.

OVERALL

Classic platform action at its best. Derivative, but brilliantly executed.

9

WE'VE CAREFULLY CHOSEN THE 50 FINEST GAMES...

PS2 GREATEST HITS

ARM WAVING!

GENRE OF THE MONTH

EVERY MONTH WE PICK AN INTERESTING EXAMPLE OF A PARTICULAR GENRE & EXPOSE IT FOR ALL IT'S WORTH...

EYETOY: PLAY

SCEE

There's only one entry in this particular genre; *EyeToy*, and it's quite possibly the most fun you can have with friends on your PS2. Stand in front of the camera and move around to interact with the game on screen. Sheer genius, frankly.



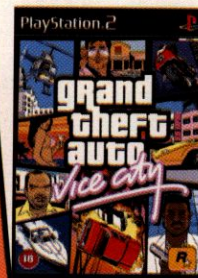
TOP 5 OF ALL TIME!



PS2 ONE

GTA: VICE CITY

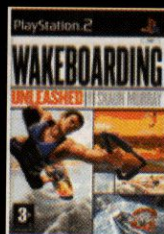
ROCKSTAR



Take control of Eighties Vice City in this incredible, multi-faceted action game. If you want to toil away at the missions and nothing else, you can. If you just want to tool around in the city doing stunts and shooting cops, you can do that too. It's like a big playpen for murderous gangsters...

WAKEBOARDING UNLEASHED

PS2 BARGAIN OF THE MONTH!



OUT NOW
£20.00

ACTIVISION

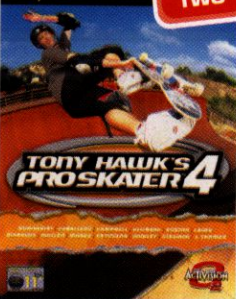
This is brand-new, extremely playable and one of the most innovative extreme sports titles since *THPS4*. And Game, in its wisdom, is selling this title for a mere £20. Honestly, we gave this game 8/10; it's really good.

TONY HAWK'S 4

ACTIVISION

PlayStation 2

PS2 TWO



The pinnacle of extreme sports gaming. This is the daddy.

FINAL FANTASY X

SCEE

PlayStation 2

PS2 THREE



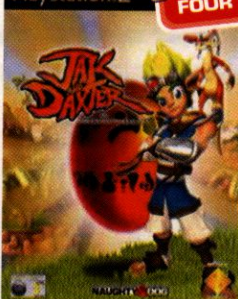
Glorious RPG sumptuousness, with enough gameplay to last you months.

JAK & DAXTER

SCEE

PlayStation 2

PS2 FOUR



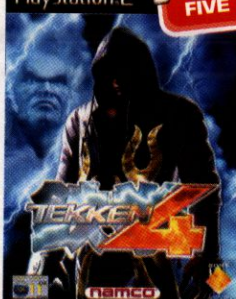
The platform game that sets the standards for all others to follow.

TEKKEN 4

SCEE

PlayStation 2

PS2 FIVE



For the best all-round fight package, you can't beat Namco's classic.

TOP TEN IRRITATING GAMES

TOP TEN IRRITATING GAMES >>>>

1

TOMB RAIDER: ANGEL OF DARKNESS

It's bugged, it's impossible to judge whether or not you'll make a jump and that's assuming the pain in the ass controls let you line it up properly in the first place. Oh yeah, and then there's all those features listed in the manual that they didn't bother including in the game. Brilliant!

THE GETAWAY



Where to start?

You can't shoot the blokes on landings above you, you grab hostages when you want to grab cover...

London traffic is shit...

METAL GEAR SOLID 2



Again, where do we start?

Not only do you have to play the game as a long-haired nancy-boy, but you have to sit through those interminable cut-scene conversations.

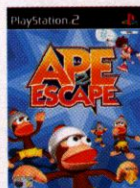
ENTER THE MATRIX



It's the controls. When, in any game you have ever played, has pulling back on the stick resulted in a character running backwards? It's a person, not a bloody car with the turning circle of a tank, OK? Oh, and you don't get to play as Neo.

REST OF THE BEST

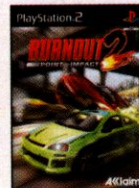
In alphabetical order...
THESE COMPLETE THE
COLLECTION OF THE ULTIMATE
PS2 TITLES EVERY GAMER
SHOULD SELL THEIR
GRANDMA TO OWN!



APE ESCAPE 2
SCEE
Marvellous platforming, capture-the-monkey action full of surprises.



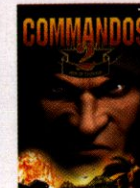
BALDUR'S GATE: DARK ALLIANCE
INTERPLAY
Dungeon hack gaming at its best.



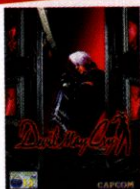
BURNOUT 2
ACCLAIM
Top-notch arcade racing, slick and crammed with adrenaline.



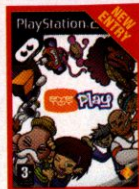
COLIN McRAE 3
CODEMASTERS
Realistic, rewarding rallying action.



COMMANDOS 2
EIDOS
Tough WWII squad-based strategy, but very rewarding.



DEVIL MAY CRY
CAPCOM
Stylish, fast-paced gun-blasting action.



EYETOY: PLAY
SCEE
Enormous fun. A camera captures your movement.



FREQUENCY
SCEE
Innovative, challenging music-based shoot-'em-up action.



GITAROO MAN
THQ
The best of the traditional rhythm action games around.



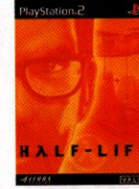
GRAN TURISMO 3
SCEE
Driving with depth and style, and stunning cars.



GUILTY GEAR X2
BIG BEN INTERACTIVE
The best 2D fighter, and a great game in itself.



GRAND THEFT AUTO 3
ROCKSTAR
Slightly flawed but still incredible criminal action.



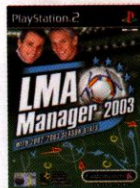
HALF-LIFE
VIVENDI UNIVERSAL
An undisputed classic first-person shooter everyone must play at least once.



ICO
SCEE
A beautiful platform action game, full of tension.



KINGDOM HEARTS
SCEE
Disney meets Square in this stylish RPG.



LMA MANAGER 2003
CODEMASTERS
Footy management that steals your life.



LOTR: THE TWO TOWERS
EA GAMES
Captures the atmosphere of the films so well.



MACE GRIFFIN BOUNTY HUNTER
VIVENDI
Simply the most accomplished FPS this year.



MATT HOFFMAN'S PRO BMX 2
ACTIVISION
Not quite up to Tony's standards, but great arenas and loads of multiplayer options.



MAXIMO
CAPCOM
Sword and platform action inspired by classic Ghouls & Ghosts.



METAL GEAR SOLID 2
KONAMI
Stealth, style, story, occasional stodge.



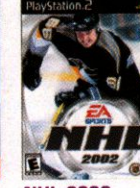
MIDNIGHT CLUB II
ROCKSTAR
Not great-looking but very fast arcade racing. Online too.



MUSIC 3000
JESTER INTERACTIVE
Simply the best way of creating music on your PS2.



NBA STREET VOLUME 2
EA SPORTS BIG
Bigger and better urban basketball.



NHL 2002
EA SPORTS
Forget NHL 2003, this is the hockey game that plays the best.



ONIMUSHA 2
CAPCOM
Epic samurai sword and puzzle combination, with more NPCs.



PRIMAL
SCEE
Nice arse and a gargoyle in this challenging action adventure.



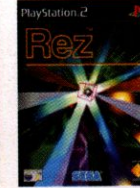
PRO EVOLUTION SOCCER 2
KONAMI
The best football game around.



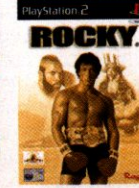
RATCHET & CLANK
SCEE
The second-best platformer, with the best weapons.



RED FACTION II
THQ
Frantic, loud and massive first-person shooting with Geo-Mod.



REZ
SCEE
Unique music/shoot-'em-up combination, and very addictive.



ROCKY
RAGE
Top-notch boxing that captures the spirit and smell of Stallone.



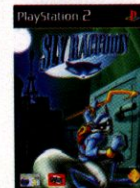
SHADOW OF MEMORIES
KONAMI
Intriguing time travel adventure game.



SILENT HILL 2
KONAMI
More of the truly disturbing and gruesome horror adventure.



THE SIMS
EA GAMES
Incredibly compelling time sponge of a game. Run other people's lives.



SLY RACCOON
SCEE
Cartoon-style sneaking and collecting with the thieving Raccoon.



SSX TRICKY
EA SPORTS BIG
Just about the most fun you can have on a snowboard.



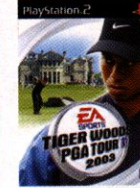
SPLINTER CELL
UBI SOFT
Hi-tech, sneaky and engrossing. Some of the best use of lighting effects ever.



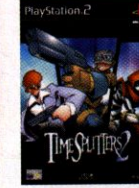
SUPER BUST A MOVE 2
UBI SOFT
Classic Japanese puzzling action. Hugely underrated.



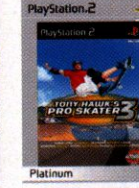
THE THING
VIVENDI
It's cold, it's tricky. It's an incredibly atmospheric action adventure.



TIGER WOODS PGA TOUR 2003
EA SPORTS
OK, it's golf, but this is the best of the lot and two-player's a blast.



TIMESPLITTERS 2
EIDOS
Multiplayer first-person shooter with a genuinely-good single-player game.



TONY HAWK'S PRO SKATER 3
ACTIVISION
A mere 20 quid these days, and still a classic of extreme sports action.



VIRTUA FIGHTER 4
SEGA
Technically superior to, but not as exciting as, Tekken 4.



WIPEOUT FUSION
SCEE
Not that different from its PSone forebears, but still better than a lot of PS2 titles.

TOP TEN IRRITATING GAMES >>>>

X-MEN 2: WOLVERINE'S REVENGE



5

The inconsistent game design, the endless sneaking about, the willfully obscure bosses. And we want to really kick arse as Wolverine. For God's sake, can we not just smack people about a bit?

STUNTMAN



6

We could just about live with having to learn the route by rote over multiple attempts, if we didn't have to sit through a preposterously lengthy reload every time we failed. Grrrr...

FIFA 2003



7

It's going well, you're three goals up and the game asks if you'd like to go up a level. You say 'yes', thinking it might make things more even. Next thing you know you're seven goals down and your whole bloody bastard f*cking campaign has been ruined.

HULK



8

Two things... Sneaking about as weedy Bruce Banner is not fun and was never going to be. Secondly, why do we have to beat up the same bloody soldiers over and over again?

LOTR: THE TWO TOWERS



9

Orc snipers are above you with bows. Just as you raise your bow to fire back, an arrow hits you and you have to raise your bow again. Repeat until you lose the will to live!

RED FACTION (I OR II)



10

So you use all the explosives you can find trying to build a tunnel out of a dangerous situation – and then you just hit a bit of ground you can't blow up. Why? Why? Who knows?

**94: THE HULK:**

Supersonic Clap, destroy a helicopter and get movie and F/X artwork! GRRR!

**95: INDIANA JONES**

Unlock the art gallery, avoid falling damage and get a magical barrier!

**95: DEAD TO RIGHTS**

Help Jack kick the crap out of a lot of scum bags and uphold the law!

**96: JURASSIC PARK:**

Who left you in charge? Well, these tips should help avoid a balls up.

**96: DYNASTY WAR'S 4**

It's time to get medieval on somebody again. Check out these super hints.

**96: THE SIMS**

Get a life and this time make it work with our superb hints and tips.

TACTICAL

WELCOME TO TACTICAL. THIS IS THE SECTION OF THE MAGAZINE WHERE WE TAKE A LOOK AT THE HARDEST GAMES, CHORTLE SMUGLY AND PROVIDE YOU WITH TOP-NOTCH GUIDES, HINTS TIPS AND CHEAT CODES.

Don't get angry, get even with our hulky hints!

THE HULK

THE FILM'S GREAT AND THE GAME'S A LAUGH, BUT HOW DO YOU GET THE BEST FROM THE GREEN BEAST?

HINT: Chemical effects, terminal location

When the level starts, go all the way down the hallway to Bruce Banner's left. You find a large door. Go through that door and either sneak past or defeat the guards. There should be a door to the left of you. Go through that door. Once through it, either defeat or sneak past the guards. Next, stand in the large circle with bars around it. Press Triangle at the screen inside the circle with bars around it. This should take you to

the fifth floor. Once there, you should see a large computer down the stairs. Either defeat or sneak past those guards. Go to the right of that big computer. You should find a smaller gray computer. Go to it and press Triangle. A code terminal screen appears. Enter the desired terminal code. Note: Per game, you can only open up the code terminal once. Use it wisely unless you want to repeat the entire process.

HOT HINT!

To unlock Hulk movie F/X and movie art, find a terminal during the game and enter NANOMED as a code.

HINT: Destroying missiles

Perform any kind of punch toward a missile when it's flying at you. If timed correctly, you can punch the missile and it flies back to the soldier who shot it, blowing him up.

HINT: Destroying helicopters (1)

Point in the general direction of the helicopter, do a Supersonic Clap (Triangle+Circle) while in a rage and it explodes. Note: This doesn't work if the helicopter's directly above you.

HINT: Destroying helicopters (2)

If you get something to throw, pick it up then jump on a roof. Jump while on the roof and throw. If done correctly, you can blow up a helicopter.

CODE BURST: Update your AR V2 cheat system with these awesome cheat codes!

Enter these two lines of code first and activate them with your chosen cheat-code.

Master Code (must be on)

0E3C70F2 1853E59E

EE45C9B2 BC02C8C2

Invincible

DE982126 E0BA9B84

DE98213A E0BA9B84

Infinite Rage

DEAD0592 F8AADEC8

DEAD05A6 002A9B83

Infinite Health

DE9840B2 C4AC9A43

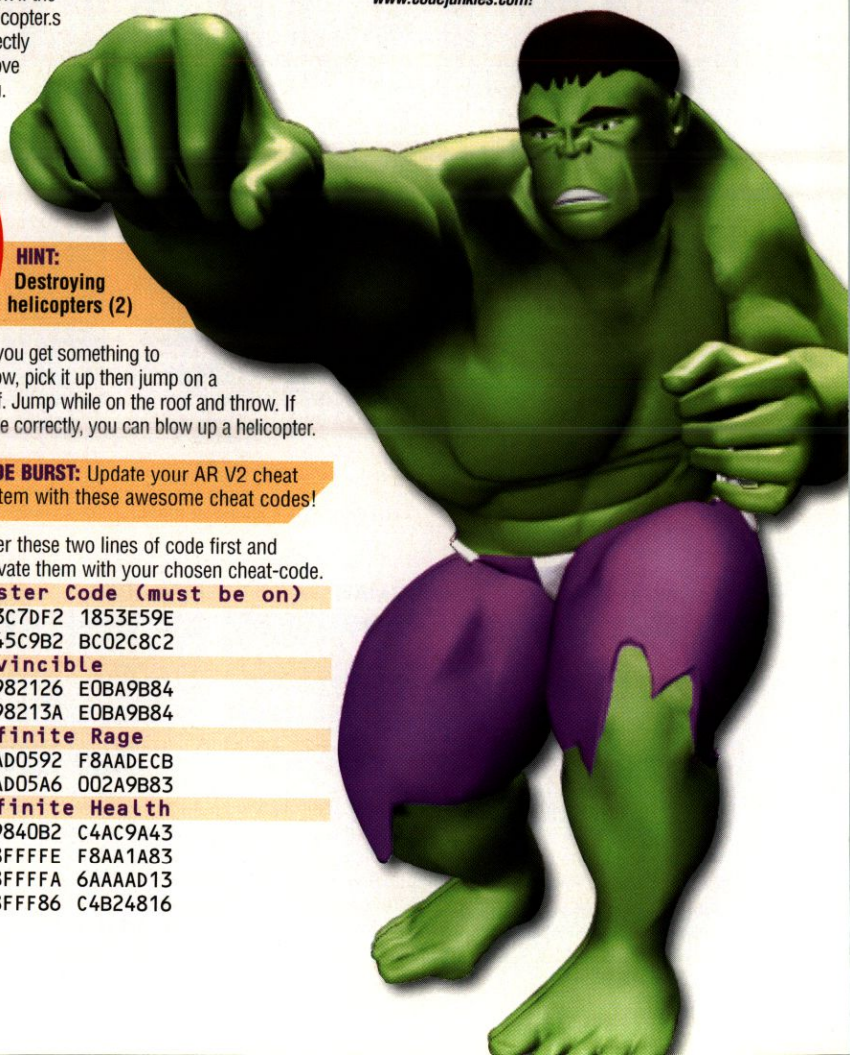
DE8FFFFE F8AA1A83

DE8FFFFA 6AAAAD13

DE8FFF86 C4B24816



For more code-licious cheat codes, visit: www.codejunkies.com/



The original action adventurer hints exposed!

INDIANA JONES AND THE EMPEROR'S TOMB

THE MAN WITH THE PLAN (AND THE HAT AND THE WHIP) MAKES HIS PS2 DEBUT AND WE'VE GOT SOME GREAT TIPS FOR YOU.

HINT: Avoid falling Damage

Press R1 before you hit the ground to enter Combat Mode and you don't get any damage from falling. Handy for keeping damage to a minimum.

HINT: Break wall in Istanbul sunken city

When you reach Istanbul Sunken City, to break the damaged wall, hover above the



head in the water with the crane. Press 'X' and it automatically breaks it up

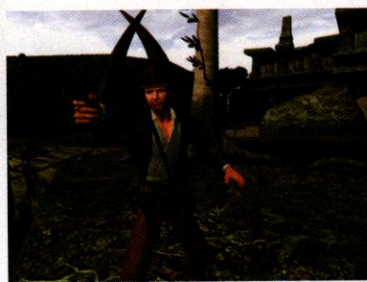
HINT: Drink from canteen

Your canteen holds life-giving water. To drink from the canteen, hold 'X'. If you instead tap 'X', it takes longer. Holding 'X' also helps when you fill your canteen too.

HINT: Unlocking art gallery

Collect all artefacts in the game to unlock an art gallery.

For all the latest codes for Indy visit: www.codejunkies.com



Shoot first and ask questions later...

DEAD TO RIGHTS

OUR TIPS SHOULD HELP YOU HELP OUR JACK UPHOLD THE LAW BY FORCE.... 'AVE IT!

HINT: Defeating Diggs

Diggs is the ex-boxer you face in the later part of the game. When he reaches three quarters of his health, poisonous gas is turned on. You can knock off his gas mask and put it on. Keep pressing 'Triangle' to dive and he cannot touch you. His power slowly goes down, and he's soon defeated.

HINT: Defeating Pinnacle

While fighting Pinnacle, repeatedly press Jump to dodge his attacks. Jack automatically turns to face Pinnacle before he jumps - you don't have to worry about getting too far away from him. While Jack is jumping, he's impervious to all of Pinnacle's attacks. Do this repeatedly to tire Pinnacle out, then jump on his back and finish him off. You can also attack in front by punching and using low kicks, but this is not recommended.

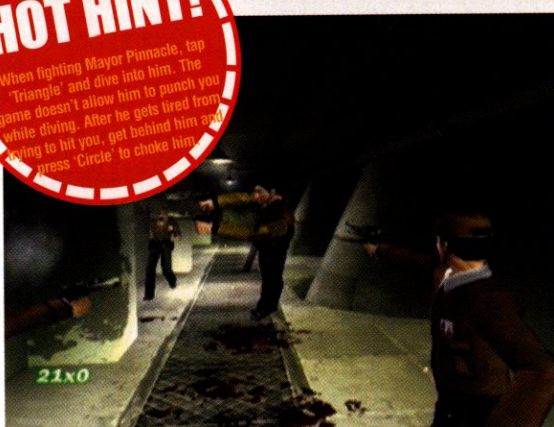
HINT: Defeating people without guns

To defeat people that don't have guns, keep blocking and dodging. If you don't dodge, you still get hurt. When in the



prison, you learn how to reverse a grab. This allows you to avoid getting hurt when they grab you. When you reverse the grab, you throw their arms in the air. This leaves them open to attack (punch, kick, grab, etc). However, they can still block.

For all the latest codes for Dead To Rights visit: www.codejunkies.com



GUN GUIDE:

RESIDENT EVIL: DEAD AIM

THIS MONTH: YOUR GUIDE TO GETTING TOOLED UP



HINT: Assault rifle and shells

Start the game under the Easy difficulty setting. On the 2F, go into the kitchen. There's a door directly across from the entrance. Go into it and enter the open room. There's an assault rifle with 100 shells and 100 extra shells next to it. This awakes the zombies in the freezer. To kill them more easily, go back into the kitchen for a few seconds, re-enter and be ready to fire.

HINT: CP rifle

The CP rifle is a gun that does not run on ammunition, but batteries. It's located in the sewers. Go to where the plant and laboratory's located. You can find it in the room that has creatures locked in a chamber. It's in the chamber that's open. Once you get it, the creatures in the other chamber are released. Use a different gun to kill those zombies in order save your batteries for Morpheus.

HINT: Handgun ammunition

Ammunition for your handgun is located in the lounge and other places where you save your game.

HINT: Easy handgun kills

To kill the zombies or other creatures more quickly with the handgun, take an extra moment and aim at the head.

For the latest Resident Evil: Dead Aim codes

VISIT: www.codejunkies.com

Oh Lord, someone's left YOU in charge of the dinos. . .

JURASSIC PARK: OPERATION GENESIS

HOW TO KEEP YOUR PARK SHIPSHAPE, NOT SH*T SHAPE...

HINT: Spinosaurus rampages

Spinosaurus always go on a rampage sooner or later. Be prepared to kill one and hatch a new one. Never put more than one Spinosaurus in a cage. If you do, one goes on a rampage in the first few months. Never put a Spinosaurus in with other large carnivores. The Spinosaurus or the other types of dinosaur will go on a rampage.

HINT: Rescue the President level

Shoot the Raptors first, then run fast and escape. Once they're all dead, take out the Spinosaurus and then any desired dinosaur.

HINT: T-Rex care

Never put more than one T-Rex in one cage. One is killed and the other badly injured and the visitors around the cage get scared to death. This costs



you a lot of money, for the T-Rexes and the fines. So don't do it!

HINT: Get T-Rex DNA

To get some T-Rex DNA, unlock Judith River Formation B and put your dig teams there. They find T-Rex remains.

HOT HINT!

If you want more people to visit your park, build four or five entrances on all different sides.

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Master Code (must be on)

OE3C7DF2 1853E59E
EEB2F4F6 BCF5A57E
Infinite Cash
DE97565E F8ACA073

For more dino-licious cheat codes visit:
www.codejunkies.com

War – what is it good for? PS2 games, probably. . .

DYNASTY WARRIORS 4

IT'S TIME TO GIVE YOUR FORCES THE EDGE IN BATTLE...

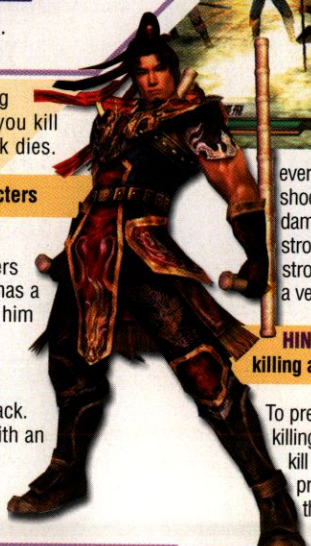
HINT: Wind Scroll

To get the Wind Scroll (which boosts your weapon range), play the Battle of Xu Chang level as the Shu Forces. When Yue Ying begins to set up the Siege Ramp, protect her. However, you also have to kill Xu Zhu before your rear flank dies. Note: The Red Hare is recommended. Kill the people around Hu Zhi, and him if desired. Find and kill Man Chong. You do not have to kill Man Chong and Hu Zhi, but it's recommended. The Siege Ramp appears. Find and kill Xu Zhu before the Flank dies. There's a precious item report. The item appears around the top of map, slightly off-centre. If that was too long to

do, just make sure Yue Ying sets up the ramp and that you kill Xu Zhu before the rear flank dies.

HINT: Recommended characters

Lu Bu is, of course, the strongest character, but others can also be good. Ma Chao has a good mounted attack. Equip him with Herbal Remedy and Horned Helmet and he's good. Storm Saddle is also recommended for higher attack. Also, if on foot, equip him with an Electric Orb and do his final charge attack ('Square' five times, 'Triangle'). He hits



everyone around him and shocks them, doing massive damage. Zhou Tai is also strong, with quick attacks, a strong final charge attack and a very powerful Musou attack.

HINT: Stop bodyguards killing an officer for you

To prevent a bodyguard from killing an officer you're trying to kill for weapon experience, press Select until you see the 'wait hand' symbol. This

causes the bodyguard(s) to attack the people around you, but not have the finishing kill for the officer.

HOT HINT!

To unlock Imperial Seal, play with Wu. Play all three levels in the Yellow Turban act, then play Hu Lao Gate only and kill Lu Bu. It is your choice to kill Dong Zhuo or not.

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Master Code (must be on)

OE3C7DF2 1853E59E
EE8C45B6 BCA99C80

Max Health

CE4E7D42 BCA99DF3

Infinite Health

CE4E7D4C BCA9C283

Infinite Musou

CE4E7D4A BCA9BA83

Infinite Arrows

FE4C6DA2 BCA99B97

For more war mongering codes, visit:
www.codejunkies.com today!

Having trouble with your Sim life? . . . let PSi-2 help.

THE SIMS

GIVE YOUR SIMS A LIFE WITH OUR HANDY HINTS AND CODES...

HINT: Quick house clean

A quick way to get the house cleaned and the computer, television and espresso machine repaired is to enable the Free Mode and Midas Mode codes. Then use the monkey butler. This will not disrupt your room bar.

HINT: Life of Crime career path



HOT HINT!

Easy turning with motorcycles. Hold L2 while driving and use the Analog-stick to make any type of turn. On straightaways, hold Up to duck down to prevent drag.

Prevent a thief from escaping in Get a Life Mode to unlock the Life of Crime career path in all modes.

HINT: Easy money

Enable the Free Mode code, then go to your house and buy a lot of expensive items. After that, save then restart your system. Do not enter the code again, but sell your items back for more money. The best item to do this with is the Monkey Butler Tree, which is worth 15,000 Simoleans. be able to do tremendous turns.

HINT: Attack a Sim

Insult a neighbour or your roommate until their name is down to -100. Then go outside and display the action options (where you can



choose to kiss, hug, insult, slap). You should now be able to attack the person. Do this about three times. Your roommate has had enough and packs up and leaves for good.

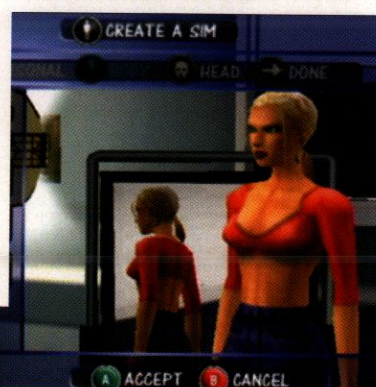
HINT: Alien abduction

Buy the telescope and use it for too long. Your Sim is abducted and disappears. It reappears some hours later, with different stats.

CODE BURST: Update your AR V2 cheat system with these awesome cheat codes!

Enter these two lines of code first and activate them with your chosen cheat-code.

Master Code (must be on)



OE3C7DF2 1853E59E
EEAB1B22 BCDC7632

Games Unlocked

DEA9003A BCA99B84

All Objects Free

DEA90032 BCA99B84

Never Hungry

DEA42B12 BCA99B83

Always Comfortable

DEA42B0A BCA99B83

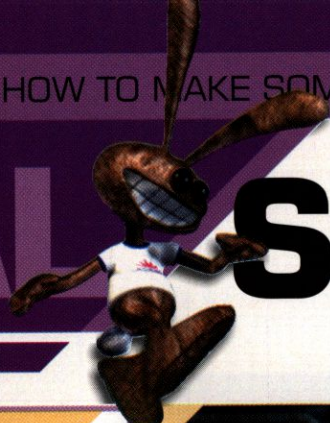
Always Social

DEA42B1E BCA99B83

DEA42B1A BCA99B83

Why not visit: www.codejunkies.com?

TACTICAL SPECIAL



Be a music master with our essential guide...

MUSIC 3000

THE SECOND AND FINAL PART TO OUR GUIDE TO USING THE BEST MUSIC CREATION SOFTWARE ON PS2...

M3K is a vast product. So huge we've decided you deserve a little help to get the best out of it. Here's Part Two of our massive guide...

It's advisable to have a fairly good feel for the product by using the built-in lessons before you begin our MUSIC 3000 tips feature. Also, the controls referred to in this article are the default 'out of the box' controls – if you've changed them, please bear that in mind.

Last month we talked about guitars. It's worth mentioning we can make the guitar-playing sound more realistic by using two techniques. The first technique we've just covered in PERCUSSION VARIATION – try it with guitars and you find you can apply all the tips in there to pretty-much any instrument too!

The second tip applies to quite a few Instruments in M3K, and that's multi-sampling. A multi-sample is where you sample more than one note from an instrument to make it sound as real as possible when it's played back. If we just use one sample of a piano, for instance, and play it back at really high or low pitches, it doesn't really sound like a piano anymore. So M3K has samples of different keys being played so you can switch between them as you play higher and lower notes in your song. This only really applies to real instruments like a piano, guitars, strings, horns and so on.

REALTIME RECORD

Sometimes it's tricky to position your notes in a new RIFF. Step Time Editing, as it's called, can sometimes be frustrating. You put your notes down in the RIFF but they just don't seem to be playing when you wanted, in the right time or rhythm. So M3K lets you record notes in real time. First, highlight an area in a new RIFF. Then press the R3 button. Rotate the analogue stick until Realtime Record is highlighted, then press R3 again. M3K now starts playing that section of the riff in what's called Overdub Mode.

This means you can add notes by simply playing them on the piano keyboard at the



top of the RIFF EDITOR. If you don't like a note, press 'Square' at the right time to delete it while Realtime Record is playing. Once you're happy with what you've created, just press 'Start' to exit Realtime Record. The notes that have been created are standard notes, and you can edit them as normal.

REPLACE INSTRUMENT

You've created a cracking melody. The notes are fine, but you really don't like that synthesizer sound. Does this mean choosing another instrument and writing the whole thing note by note again? Nope. M3K can swap any instrument for another at the press of a button.

First of all, I've created a new Bass RIFF with a sound called 'UK Bass'. I've decided I like the riff, but I want to change instrument.



The first job is to find a new instrument. So go into the libraries and press Start over each sound until you find one that really licks your stamp. In this instance, we've chosen 'Pizz' – no jokes please, this is short for Pizzicato, or a short string sound.

Then we put the library into Palette Mode by clicking on the Palette Button (in the screenshot above, it's the half-moon icon under and to the left of the word 'STRINGY') and move the pointer over UK Bass and press the 'X' Button.

•This gives us three options. Edit Instrument, Clone Instrument and Replace Instrument. For our purposes, rotate the analogue stick until it shows 'Replace Instrument with Pizz', and then press the R3 button. Job is, as they say, a good one. Everywhere you've used UK Bass in your song now features Pizz. You can do this as many times as you like until you're happy with your riff.

OPTIMISING PALETTES

Quick update time... A palette is a collection of things you've got sitting around inside the PS2's internal memory. This memory is huge, but keen musicians and video artists can fill it up as they're creating. It pays to flush out any unwanted

or unused items, leaving you plenty of space to keep working.

At the top right of the M3K Track Screen there's a memory bar with a musical symbol at the left-hand side and a video symbol to the right. When you load an instrument, a riff or a song, a blue line grows from the left. When you add video, a red line grows from the right. When those two meet somewhere in the middle, you've filled your workspace and it's time to do some housekeeping.



•Here we've got a song that uses two riffs; 'C To Tha G' and 'Blipping', but we've got a handful of other riffs that aren't being used. Let's get rid. Move the pointer to the Optimise Palette icon and press R3.

Those unused riffs are now well and truly zapped. And if you compare the blue

music memory bars in a before and after stylee you see we've clawed back valuable space to expand our song.

If you put the Track Screen into Video Mode by pressing on the fourth icon bottom-left, you can also optimise your video riffs. Clicking on the Optimise button whilst in the Riff Editor gets rid of unwanted Instruments too.

TRACK HEADERS

Track Headers are the purple blocks at the top of each track or channel in the track screen. We can do interesting things with these...



Secondly, we can delete an entire track at the press of a button too.

We'll get rid of the drums in the first track. So I move my pointer over the Track Header and press 'Square'. We get a warning that we're about to delete the track. Press 'X' and voila; the drums are history.



INFO BITES
In Music and Music 2000 things moved left to right, but in Music 3000 we're writing songs from top to bottom!

Finally, Music Lesson covers how to apply Labels to Bar Numbers and you can do the same to Track Headers. Simply press 'X' while the pointer is over a Track Header and you bring out the QWERTY keyboard. Type in some text and close the keyboard. Now when you pass your pointer over the Track Header a Tool Tip pops up with your text in it – great for labelling what each of your tracks is for.

SCROLLING — THE BIG DEBATE

Music has gone through a few incarnations over the years, and in each one Jester Interactive has always tried to take people's comments and views into account. One big change is how the screen scrolls as the song plays. In Music and Music 2000, things moved left to right, but in Music 3000 we're writing songs from top to bottom.

To keep people happy, there's an option in Music 3000 to scroll the Track Screen and Riff Editor left to right OR top to bottom. Let's change this... So, off to the options screen by pressing R3 on the second icon at bottom-left of the track screen.



Press the R3 button on the fourth icon at the top of the options screen – 'Interface Options'. Click on 'Set to Scroll Horizontally' opposite the Track Editor Grid, then press 'Triangle' to go back to the Track Screen. If you want M3K set up this way every time it loads, then save you settings to a Memory Card by clicking on the last icon at the top of the Options Screen.



As you can see the Track Screen is now scrolling horizontally. Everything works the same, just left to right. You can have the Track Screen go side to side and the Riff Editor go top to bottom or any combination – it's up to you!

POINTER SET-UP

The pointer you're using to move around the screen has its own settings, just like a Mouse Pointer on a PC. NOTE: M3K is NOT compatible with a PS2 Mouse for two very good reasons. Firstly, everyone has a joystick, so the whole M3K interface is designed around this controller. Secondly Jester needed quite a few buttons to make M3K work; there's Start, Select, 'X', 'Square', 'Triangle' and the D-Pad, so to get it working with just a two-button mouse would be impossible.

So, let's look at our Interface Options again...



For a kick-off, we can change the actual Pointer Graphic. Try clicking here to choose from a number of different pointers, plain and fancy, big and small.

Next we can change the way the pointer behaves...



There are three main controls here; 'Min' which is the slowest the pointer will move, 'Max' which is the fastest and 'Acc' which is how quickly the pointer gets up to 'Max' speed. Straight out of the box these are set to sensible figures for a beginner, letting you get used to moving a pointer around with the analogue stick. When you've been using M3K for a while you might get frustrated at how slowly it moves, so you can ramp up the 'Max' slider until it's like

greased lightning! Again, don't forget to save these settings to your Memory Card as outlined in the previous topic.

VIDEO OFF

The new DVD-style Video System is a massive improvement. But given that Jester tried to please as many people as possible M3K, an option to turn off the Video System is included.



NICE CHORDS!
Don't know what a chord is? Well, it's more than one note played at the same time, hopefully creating a pleasant sound.



Go to the Options Screen and press R3 on the second icon at the top of the screen, namely Video Options. Then simply click on the 'X' icon opposite Video Mode.

As you can see, you now have no Video Tracks on the Track Screen, so all that space and memory space can be used for pure song-writing. If you decide you DO want to create a video after all, simply turn Video Mode back on in the Options Screen.

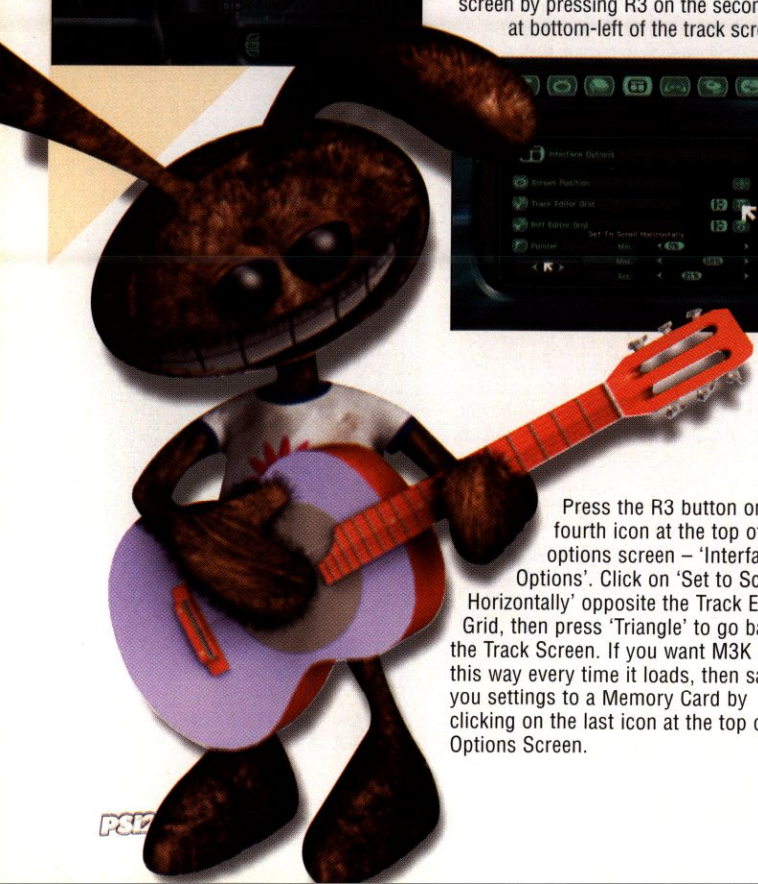
CHORDS

Don't know what chords are? Well, the best way to explain is it's more than one note, played at exactly the same time and hopefully creating a pleasant sound. Chords are great for creating a mood. A Major chord sounds 'happy' and a Minor chord sounds 'sad' and then there are all sorts of other chord types that can make people feel melancholy or thoughtful. Powerful stuff!

To help you create chords we've got a cleverly titled function called Auto Chord. Let's make a chord...



Create a new Riff and choose a Piano Instrument from the Instrument Library. Now paste one note and then click R3 on it.





Rotate the analogue stick until you highlight Auto Chord, then press R3.



Now you can move the slider at the bottom of the screen to choose a chord type – there are loads to choose from. Try them out and see which ones you like. In this case, just press 'Triangle' to try a Major chord.

And there we go, M3K has added two extra notes. Play this and you hear a Major Chord. Sounds bright and cheerful.

ENVELOPES

Not the postal variety! These Envelopes dictate what happens to your Instrument



sounds as they play. Envelopes change things over time, whether that's the Volume, the Pitch or the Pan (stereo Left and Right).

If you press 'X' on an Instrument, and choose Edit Instrument, you end up here in the Instrument Editor. The row of icons above the Piano Keyboard are (in order) Volume Envelope, Pitch Envelope, Pan Envelope, Four Effects and a Speaker for 'effects off'.

We've already clicked on the Pan Envelope. This controls how the instrument moves from the left to right speaker. In the screenshot above, because the blue line in the centre screen is smack in the middle, it sounds equally loud in each speaker, making it central.

We can play with this very easily though. To the left of the screen we have our Library Area. If we choose one of these by pressing R3 on it, we can 'import' an envelope. Let's click on Double Sine.

Now our Instrument will 'pan' from left to right over one second. So that means, in a single second it moves left then right, then left, then right, then centre, and because the loop icon is not lit, it stops there. To make this envelope loop, simply click on the arrow icon at the end of the envelope. Further right on the screen there are some clock icons with + and -. Clicking on these changes the speed of the envelope so you could make this happen over several seconds.

Here we're editing the Volume Envelopes. In any mode, the blue dots that make up an envelope can be moved too. Just click on one and it turns red. Move it around with the analogue stick and click again to drop it.



NOTE: The start and end dots won't move left or right as they have to stay at the start and end respectively.

To add a point, click on the envelope where there isn't a point already and one is created. To delete a point, just go over it and press 'Square'.

You can use the Library Envelopes or make your own. Pitch Envelopes let you create anything from gentle 'trilling' to a police siren. Volume Envelopes are there to smooth or sharpen the attack of the sound and to create an effect called Tremolo, which is quick vibrating of volume, sometimes used by string orchestras.

SKIN CHANGES

Don't like the brushed metal look and feel of Music3000? Why not try some other 'skins'? A skin is just a new look that you can apply to the standard Track Screen. All the controls stay where they were, and everything works in the same way. You just get a fresh look to play with.

Go to the Options Screen and click R3 on the sixth icon along, namely Skin Selection.

From here you can scroll through the available skins. There are some hidden skins denoted by large '?' symbols – unlock these by reading the Hidden Goodies section in this article! Here we've chosen A graffiti art skin. Just click on the skin to use it, and then press 'Triangle' to go back to the Track Screen.



And here it is ready to use. If you want to set this as your default skin, make sure you save your options in the Options Screen.

BRING OUT YOUR DEAD

Want to scrap everything and start again? Or maybe your tune is great but the video sucks. No problem...

Go to the Options Screen and press the R3 Button on the third Icon, Storage Space Options.



From here you can delete the tracks, the song, the video or the whole kit and kaboodle. There's also percentage figures telling you how much of internal PS2 memory storage space is currently being eaten up by your song/video.

Click on the tick icons to action the deletes – you get a warning that you have to accept first, though. Then just 'Triangle' back to the Track Screen.

HIDDEN GOODIES

As with all great games, it'd be a shame if we didn't give you some freebies. Using the following cheats you can unlock hidden skins and a hidden song...



Go to the Main 'Barrel' Menu (above) and use the following key presses on the joy pad to unlock the goodies!

EXTRA SKIN 1: SELECT, L, R, L, R, L, R, L, R, L, R, L, R, L, R, L, R.

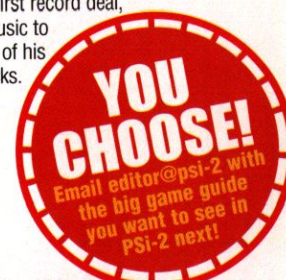
EXTRA SKIN 2: SELECT, L, L, R, R, L, L, R, R, L, L, R, R, L, L, R, R.

EXTRA SKIN 3: SELECT, L, L, L, R, R, R, L, L, L, R, R, R, L, L, L, R, R, R.

EXTRA SKIN 4: SELECT, L, L, L, L, R, R, R, R, L, L, L, L, R, R, R, R.

FREE SONG: SELECT, U, D, L, R, U, D, L, R, U, D, L, R.

The free song is by an Artist called Motley, an avid fan and user of Music. He's currently signing his first record deal, and uses Music to create most of his backing tracks.



For the latest Music 3000 codes visit: www.codejunkies.com today!



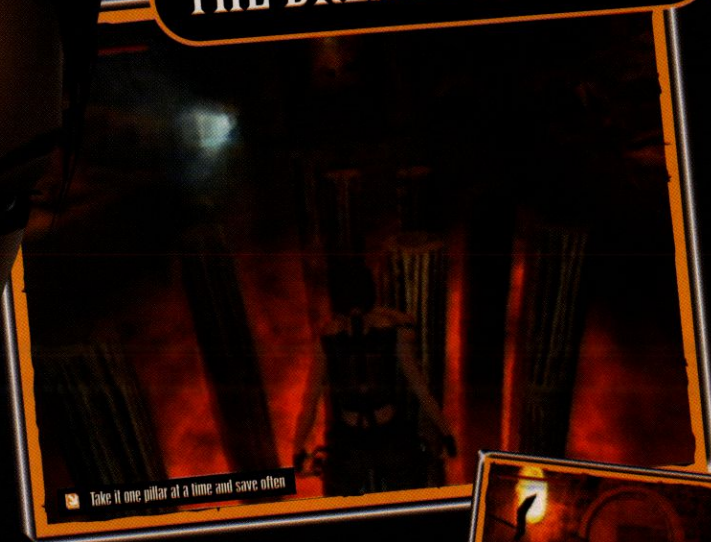
LARA CROFT TOMB RAIDER

the angel of darkness

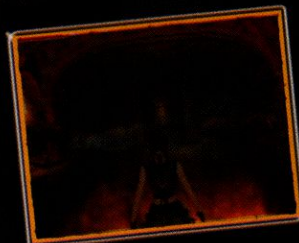
MYSTIFIED BY MONSTRUM?

STUCK IN THE STRAHOV FORTRESS? YOU NEED PART TWO OF OUR **TOMB RAIDER: ANGEL OF DARKNESS GUIDE!**

THE BREATH OF HADES



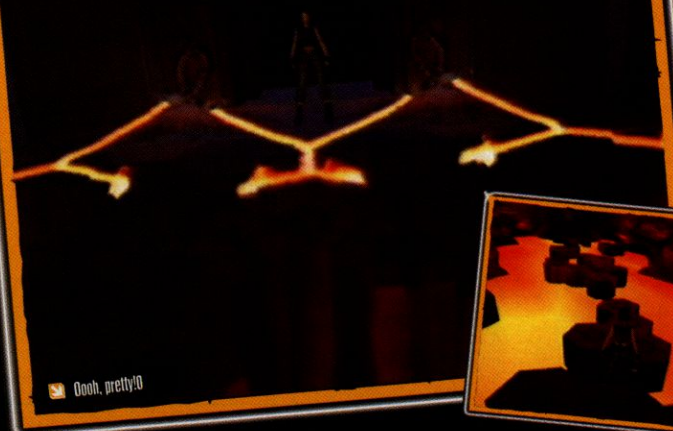
After completing the Tomb of the Ancients (see last issue), you find yourself in the Hall of Seasons. Ignore the skeleton knight and quickly locate the gold circle with emblems in the centre of the hall. Each quarter represents a different task. First step on the Wind symbol. Three doors open on the outer ring of the hall. Take the right-hand door and pull the lever to open the gates. Enter to begin the Breath of Hades task.



Go right and push the wall. Grab the goodies and pull the lever. This raises the wooden pillars you use to cross. Wait until the steam blows right in front of you. When it stops, jump to the second pillar. Next jump diagonally to the right. Now jump diagonally to the left. Jump over the last pillar straight to the doorway. Grab the crystal and the steam stops. Go back the way you came and exit the Breath of Hades task. Back in the Hall of Seasons, find the painting in the Breath of Hades hall and insert the crystal.

Exclusive Action Replay codes available

THE SANCTUARY OF THE FLAME



Step on the Fire symbol to start the Sanctuary of the Flame task. Use the right corridor and enter.

Walk left and up to the edge. Jump forward, then right, then left. Jump to the middle block opposite, then make a small running jump to the set of four blocks and get on the front two. From here, jump to the stairs. Grab the crystal. Go halfway down the stairs and jump to the block in front. Now jump to the lower platform to the right. Jump up and grab the ledge above. More platforms appear. Jump straight over, then left. More platforms appear to give you a path to the exit. Follow them, and then look right when you reach the end. Do a standing jump to this platform, and then look right for two more. Jump across those, then line yourself up with the three blocks. Jump across, then across again to the blocks leading to the door. Exit the trial and insert the crystal.

Keep falling? Use the Action Replay's Infinite Health code and you won't get hurt.

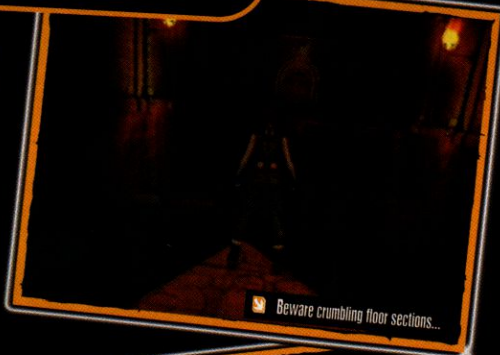


WRATH OF THE BEAST

Step on the Beast symbol to start the Wrath of the Beast task. Take the middle corridor and enter.

Step onto the pillar opposite you. Now go left, left again, then forward. The edge of the floor falls away here. Turn right, jump forward and grab. Pull yourself up and hug the wall. Walk along the ledge to the large platform. Run and jump to the lit platform and grab. Pull yourself up and immediately side-flip right before the platform crumbles. Turn right and jump quickly across. Turn right and go forward to the edge. You're safe here. Now jump straight across, running forward and right before the platform gives way. Safe again. Go right, then jump and grab the ledge across from you. Pull yourself up and quickly move to the edge. Now jump up and across, and grab the edge.

Run to the raised block, then jump to ledge in front of the doors. Get the ammo and the crystal. Your path out appears, but so does three knights. Avoid the knights, spot the levers on either side of the hole in the floor and pull them. Now exit and insert the crystal.



Beware crumbling floor sections...



NEPTUNE'S HALL

Step on the Water symbol to start the Neptune's Hall task. Take the left corridor, pull the lever and enter.

Avoid the flame knight and head for the water pouring out of the statue head. Jump into the water and swim down. Head for the blades protecting a room, swim through and pull the lever. Now swim back to the surface. Head back to the well you passed and jump in. Look to the right of the face statue for an opening. Pull the lever and swim up. Climb into the nook here for some ammo. Now climb above the face statue for a med kit. To the left is another entrance. Climb up and left. Drop into the water and go left. Follow the tunnel to a square entrance. Swim through the broken gate and get your breath back at the end. Dive down and swim through the blades. Swim to the end and turn right for more air. Dive down and swim across the passage to enter a new room. The crystal is on the bottom. Head up for air if you need it before pulling the lever on the pedestal.

The door under Neptune's mouth is now open. Take this route to get back up the start. Exit the task and insert the last crystal.

HALL OF SEASONS

Use any wrong lever to enter the catacombs below the hall. Locate the door leading to the symbol valves and enter.

Pull the lever then walk into the circle room. On the right is a Wind symbol. Turn the valve. Now do a running jump to the next platform and take the ladder up. You find a beast symbol and another valve to turn.

Go back down and jump back across. Look for the zip line and use it to get across the gap. Go left and up the ladder for the Water symbol and valve. Come back across the zip line and hang off the ledge. Drop down and grab the ladder below. Pull yourself up and walk round to the Fire symbol and valve.

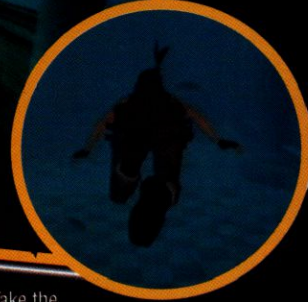
Go right and wait for the closest blade to swing. Go through and take the ladder down. Jump over the spikes and run past the blades to the right. Go up the ladder and walk across the platform. Go up another ladder, then some stairs and pull the lever to raise the doors. Work your way back to the elevator you past earlier and use it to get back up to the hall.

Look for the lowest pillar near the rubble. Jump onto it and work your way around to the right until you are on the tallest pillar. Turn to the centre support and grab it. Walk around to the flat pillar. Go across to the next level. Knights break out of the wall here. Continue round to the stairs and go up. Disable or avoid the knight here, turn right and walk to the end. Do a running jump to the opening in the wall to the right. Pull yourself up and pull the lever. Now climb back down to the ground floor. Enter the door now open at the back.

Grab the ammo and push the wall for a strength upgrade and a med kit. Avoid the knight and go back to the ledge with the lever. Climb up the wall to the right and then left to the green stone platform. Climb the ceiling forward and left to the small ledge. Go through the door at the top and take the door on the left. Go up the stairs for a cut scene.

Boss fight time. Shoot the boss until he stops moving, then run to the blue light. Grab the Obscura Painting and run back out the door to exit the Hall of Seasons!

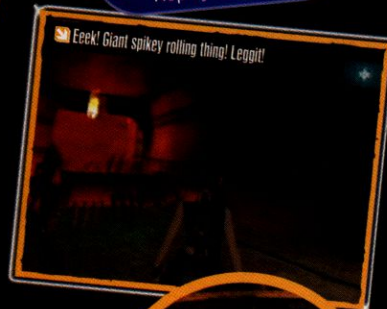
Dive in for the main pool switch

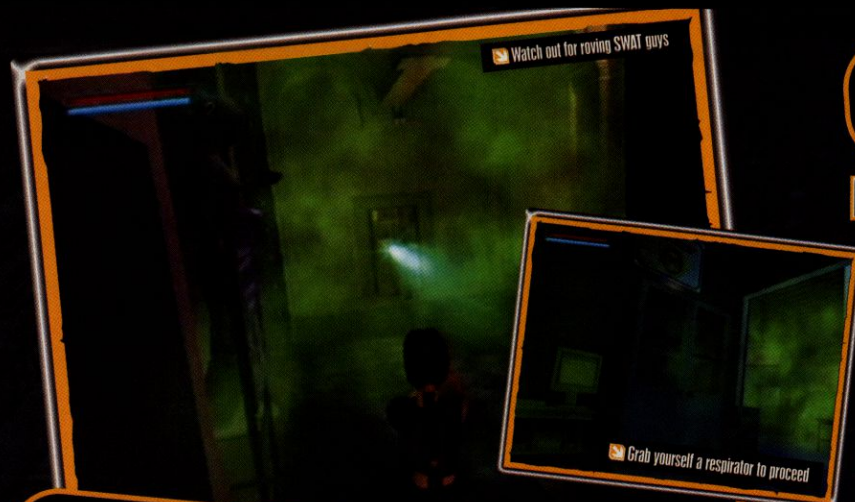


If the game's not gory enough for you, use the Loads of Blood Action Replay code.



EEK! Giant spikey rolling thing! Leggit!





GALLERIES UNDER SIEGE

So you've snagged the Obscura Painting and are back in the Hall of Seasons. Swim back up to the dig site and climb out to the Louvre. Draw a weapon and head up the stairs, taking out the guards as you come across them. You soon see a cut scene showing more bad guys turning up and throwing nasty green gas everywhere. Keep going up and take out the SWAT guy you come across. Spot the door with gas streaming out from behind it. Time to find a respirator. You gain the ability to sprint from here too.

Take out the guard inside the room and grab his weapon. Go through the gallery with the glass display cases, killing the guard along the way. At the other end, turn left and go up the stairs. Another guard is at the end of this hall. Kill him and go through the door on the right. The respirators are behind the glass doors.

Once you have a respirator, quickly note your green air bar and head left, down the stairs. Go through the door at the bottom and take out the guards in the hallway. Take another door to your left and deal with more guards. Go left again where a guard dropped in and deal with yet more guards. Now go down the stairs and right through the open door to finish the level.



If you can't wait for the Sprint ability, why not use the Action Replay's Quick Run codes? You need never be slow again...

VON CROY'S APARTMENT

Search the apartment for ammo and health items. There are also three new clues to be found. Once you've found everything there is to be had, and have your leg strength upgrade (and only when), pick up the walking stick on the ground floor by the smashed round window. An intruder now appears. Pump him full of lead until he legs it. Now exit through the front door. Head down the hall opposite the lasers and push the door for some ammo and a medikit. Now take the door on the right. A nasty customer in here shoots you through the wall. Kill him, grab his gear and go through the hole he made.

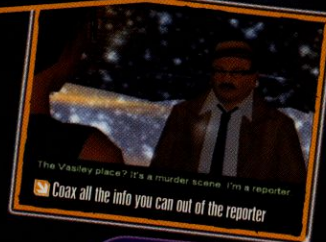
Lasers! You can get past the lasers here by using sideways somersaults. Once you get round the corner, some explosives ignite. Go right, down the stairs and drop down at the gap in the railings. Grab the medikit from the table and the ammo under the stairs. Now climb back up the stairs and take the next hall. More lasers. Run forwards and go through the door on the left to avoid the incoming fire. Now take the door on the right, wait for the lasers to fade out, jump over the lowest one and take cover in the door on the left. You can save here before stepping out and finally taking out the assassin.



Not got the firepower you need? Action Replay's All Weapons code soon fills your arsenal...

THE MONSTRUM CRIME SCENE

This is a free-roaming area, but there are enemies around, so keep a weapon drawn. Head for the red car and speak to the reporter. Coax as much info from him as you can, then head down the alley behind him. Kill the guy down here and grab the hammer. Come back out of the alley and head for the alley opposite, past the fountain. Go down here, kill another guy and find a square manhole. Bust it open with the hammer and head down inside.



Is this level causing you grief? Skip it completely with Action Replay...

Go through the first passage in the sewers and turn right. There's a section of wall missing on the right. Go through, up the stairs and through the door. Lara handcuffs Bouchard to a radiator and interrogates him. Once you've given Bouchard a hard time, go through the next door into a massive room. Go up the stairs and to the back of the room. Push the drawer for a strength upgrade and then get on top of it. Climb the scaffold and go across to the next platform. Hop over the two further platforms here, then pull the two chains. A cabinet on the ground floor opens and the grandfather clock lights up the number three. Head down to the bottom floor and grab the medikit from the now-open cabinet. Find the grandfather clock behind the desk and turn the dial to 'three'. Magical stairs! Go down, over to the desk and grab the piece of paper with the painting code on it. Use the code to get the last Obscura engraving. Now go back up the stairs and exit through the door.

Bouchard is gone! Head back through the sewers and you soon find him; dead. Grab his keys and go down the stairs. Unlock the red door and go back out to the streets. Go back and talk to the reporter again to end the level.

THE STRAHOV FORTRESS

Run over to the open metal shipping crate and grab the medikit inside. Once outside again, a magnetic winch takes a stacked crate away. You can now climb up onto the single crate and jump and grab over to the two stacked crates. Now turn right and spot the white mesh covered vent. Do a running jump and grab this. Now turn right and running-jump to the walkway.

Climb the shipping crates and jump to this vent

Easy does it...

Climb down the nearby ladder and find a good hiding place. You're going to need a keycard off a guard. Once you have one, creep across the room and go up the other ladder. Go through the door on your left and use the card reader. Kill the two guards who spot you. There's a ladder to the right with a door at the top. Kill the guard who comes out and enter the room. Flip the switch to move the magnetic winch. Now go back down the ladder, over to the other side of the room and up the next ladder. You should now see two motion-tracking guns get wasted.



Running out of bullets? Grab an Action Replay and activate the Infinite Reloads code.

Head down to the ground floor. At the back of this area is a green door. Go through it into the circular room with the boxes. Box puzzle time. You need to get over to the white structure and turn the valve, then climb the stack of boxes and shimmy over the fence (pull your legs up). Drop down and kill the dogs.

Now you need to kill the power to get to the bio-dome. Take the ladder up to the control panel and pull the lever. Turn around and pull yourself up onto a beam. Walk over to the saw stuck in the vent and drop between the saw and vent and grab. Now crawl into the vent and a cut scene plays. Poor old reporter! Head forward and drop into the room. Kill the guard and grab his card. Draw your weapons and shoot out the gas tanks Lara aims at. Boom!

Enter the room at the end of the hall away from the lasers. Kill the three guards and check out the computer. Grab all the goodies and watch the cut scene. Now head over to those lasers. Don't get too close to the landmines here. Grab the gun from the shelf and backflip onto the stacked spindles. Jump down, keeping away from the mine. Now climb the wooden slats and use a sideflip to clear the lasers. Again watch out for the landmine. Another sideflip and you're through. Now head through the green door which was previously protected by blue lasers to enter the Bio-Research Facility.

For PlayStation®2

BUSTED!

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FOR USE WITH.....

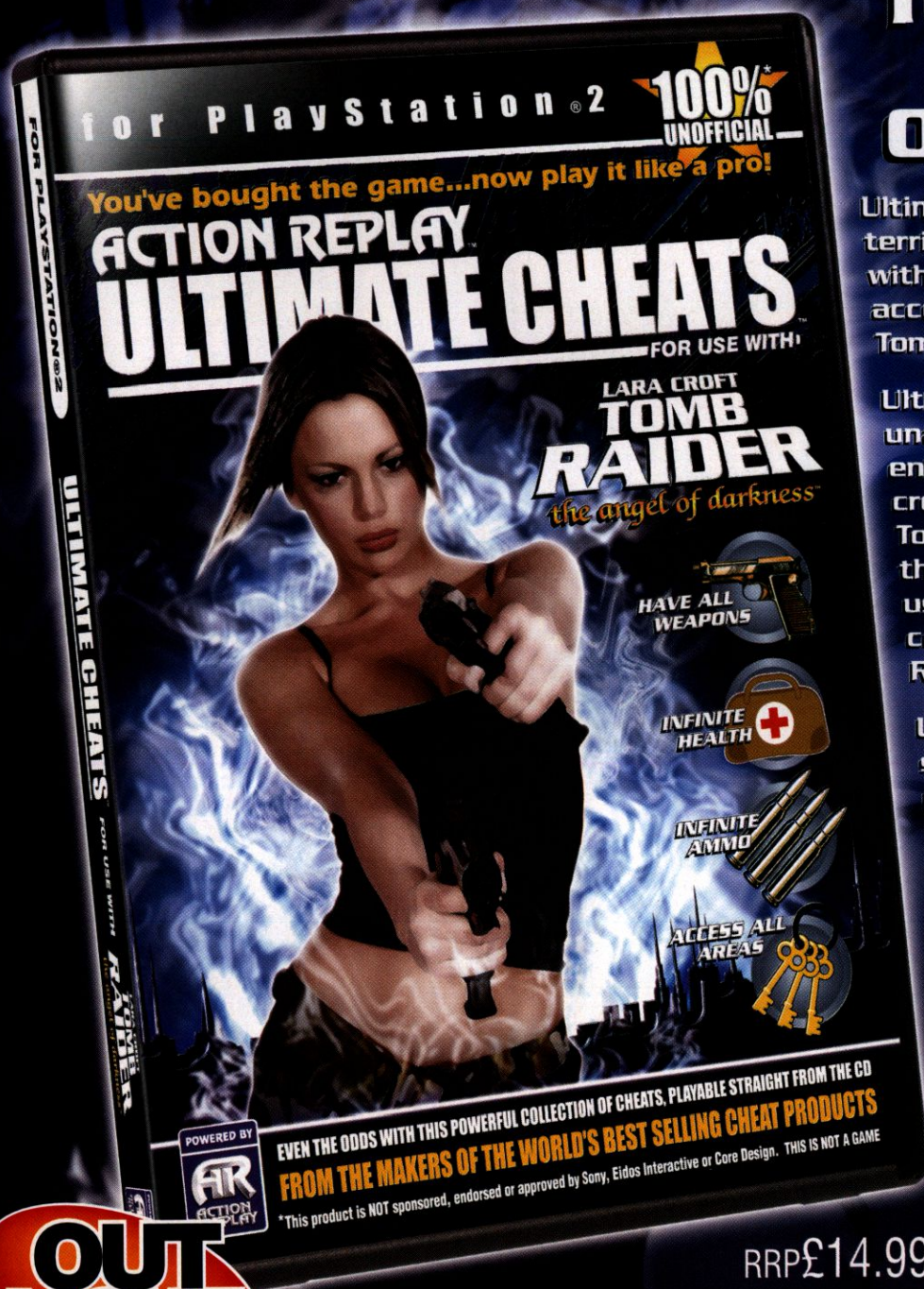
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SANITARIUM

Ok, so now we're controlling Kurtis. Walk forward and look down the shaft. See that yellow trapdoor at the bottom? First you need to reach that. Make your way down, hanging off ledges and picking up ammo and medikits as you go. Once you reach the yellow trapdoor, open it and drop through. Now go down two ladders and look across to a walkway with a gap in the railings. Jump and grab onto it, pull yourself up and enter the Sanitarium.

Draw your weapon and waste the mentalist coming straight for you. Now walk down the hall until you get a cut scene. Worrying. Keep going forward, waste another lunatic and then go through the open door on the right. Talk to the semi-sane guy. Now leave and go right. Try to open the door and Kurtis uses a cool ability. You now have the door code. Run around the booth to a second caged area. Shoot the guy there, go down the hall and through another door. Keep going, kill the next nutter and go through another door. Yet another lunatic in here, and one in the room off to the right with a chocolate bar. Keep going and you enter the dining hall. Waste the two guys in orange straight jackets. Mind the power lines and find the door with a number near it on yellow paper. Make a note of the number and then go round the corner and out the white door. Grab the swipe card from the room with the dead dog then return to the dining hall. Find the card machine in one corner near the fenced area and use the card.

Go up the stairs, follow the path and jump the gap. Use the number pad to enter the door code (38471), then drop down the gap into the kitchen. Kill the guy in the room to the right, then head out the newly-opened door. You're now in the lab. Head right for a cut scene, shoot the guy and go up the hall. Kick the grate and crawl through. Once you can stand, jump up to the next tunnel. You come out in the lab where the scientist was attacked. Kick in the grate and keep going. Jump up to the next tunnel again. Another cut scene. Keep your distance and shoot the tanks by the fan. Go up and use the switch to stop the fan. Crawl through and follow the monster. Now turn right and go down the stairs to enter the Maximum Containment Area.

MAXIMUM CONTAINMENT AREA

Go forward and through the metal gate. At the end of the hall, run right and stop by the last metal door. Kurtis uses his ability again. Go back to the booth at the start and enter the code (17068). The metal doors are now open. Go through and take a left. Grab the swipe card. Shoot the psycho who enters. Now go out, left and down the hall to a door. Swipe the card and go through.

Down the hall in the small room on the right is ammo. Shoot the maniacs who appear, then head left through the double doors. Turn right, then open the first door on the left. Eek! The monster runs past. Enter the room and shoot the guy. Leave, go left and forward. Shoot the next guy, then turn around and shoot the one sneaking up on you. Keep heading forward until you find the crawl space the monster went through. Grab the goodies on the other side, then exit, go left and down to the door. Swipe the card and enter.

Boss fight time! There's no big secret to this guy; just keep away from it and plug away until it hits the deck. Careful, though. It's not dead; it gets back up and runs into one of the vents. Use this time to grab the gear in the room and heal if you need to. The monster's soon back, so keep battling. After a while Kurtis stabs the monster with his dagger and kills it. Phew. Pull the switch on the machine to kill the power.

THE BIO-RESEARCH FACILITY

Head straight forward and talk to the gardener. After the conversation ends, he sprays you with green plant food. The plants in this area now attack you, so watch out! Have a scout around for ammo if you like before pulling the fountain lever. Head for the right of the stairs you came down. Enter the new area and climb the ladder. Pull the lever to open the door through to the next area.

There are two rows of bio chambers in here, full of all sorts of nasties. Once you've killed all the enemies, get on the left-hand side ledge and look for the empty plant box overlooking the room. Now walk down to the next box and spot the pipe running above you. Jump up and grab it. Follow it to the end and turn the two valves. The floor of one of the bio chambers has now descended. Find it and drop down.

Pull yourself out of the water and go through the door. Slide down the hole, jump and grab the ladder. Climb up and go through the next door. Keep going forward and up the stairs. Open the door and shoot the guy on the other side. Avoid the water as it's got a big indestructible nasty in it. Head for the broken part of the walkway and jump across. Go up the stairs and ladder for some ammo. Jump across the gap and go down the stairs. Go forward to the pipe and jump over it. Turn the valve. Now head back to the broken walkway, hug the wall and go past the pipe. Climb up, shimmy left and pull yourself up. Run and jump over to the platform with the railings. Climb down the ladder and push the yellow switch. Enter the next area.

Climb the stairs opposite the plant blocking the gate. Turn the first, second and fourth valves from left to right, then pull the lever to kill the plant. Enter the next room.

Draw your weapon and follow the path to the right. Take the guard out and grab his card. Now go up the ladder in the centre area. Turn left and go up the stairs. Jump across the platforms and grab the break in the fence. Pull yourself up and kill the guard. Run around the tree and follow the walkway over the small gap. Pick up the medikit for a strength upgrade. Now you can jump the big gap Lara couldn't make before...

You need as much speed as possible to make the jump. Use the part of the floor that sticks out at top speed and grab the other side. Head forward and climb up the vine. Go and grab the dead guard's card. Now go back down to the large gap. From here, drop down (this will hurt a bit) to the last guard, kill him and take his card. Now head back down to the ground level and use the three cards to open the next area. Go down the stairs, round the corner, across the walkway and through the door into the small room. Trapped!

With the Action Replay's Infinite Item Usage codes, you need never run out of anything. Ever...

Cut the enemies down to size with the Action Replay's One-Hit Kill code.

Keep back you weirdos!

Losing grip? The Action Replay's Infinite Grip code will sort you out...

THE VAULT OF TROPHIES

Swim forward, round the bend and through the moving spikes. Take some air. Now go down the next passage with spikes, turn left and fight the current. You notice a swim space to the left. Swim down, turn right and swim to the intersection for more air. Then dive back down and take the other fork in the road. You reach a wall you can shove out. Swim across the big room and go above the readable tablet. Push the wall out here for a breathing space. Now find the statues named Vasiley and Limoux. Pull the chains behind them to make them meet. A streak of blue lightning opens the ceiling above. Fill your air before swimming up and out.

Change of clothes again. Go forward and drop over the ledge. Sprint past the crusher to the room with the purple gas. Hit the switch and platforms ascend. Get on the second to left platform. Several platforms crumble, leaving two. Use the right platform, then over to the one straight in front. Don't dally as this platform crumbles. Jump over to the solid ground. The platforms are all safe from here. Work your way across to the next room. You can't kill these enemies, so don't bother trying. Pull the lever by the fire for a strength upgrade. Walk over to the table and skeleton for a clue. Head for the other end of the room and pull the chain. Climb up the wall which is revealed, and pull yourself up. Monkey-swing across the archway and to the left. Drop down onto the cage to open another bookcase. Head down to the floor and grab the painting. You can now crawl through the fireplace. Go through the door and swim down the tunnel. Swim to the top of the big room for a cut scene...

AQUATIC RESEARCH AREA

Yay, back with Lara! Go through the door and look down. Motion guns. Hang off the left ledge and drop down. You need to crawl to the left and get behind the boxes without triggering the guns. Turn the valve there to fill the room with smoke and blind the guns. Now find the pipe at the back of the room and climb up, across, up and shimmy over. Drop onto the platform and go down the hall. Hit the switch at the end of the hall to use the security camera. More motion guns. Draw your weapon and round the corner. Lara aims at some pipes. Shoot them out to destroy these new guns. Head forward and you reach a big room.

Beware of the water with the killer mutant fish. Go right of the control panel and jump into the water behind the fence. The fish can't reach you. Swim through the broken window and go left. Pull the switch to restore some power. Swim through to the next room and climb out. Grab the medikit, push the button and go through the door. Follow the path back to the main room. The door opposite you is now open. Go through it, follow the tunnel to a yellow switch. Push it and go through. Hit the yellow switch in here to view another camera. Exit, go round the other side and push the switch. Use the elevator to head down. Follow the path, go down the stairs and through the door. Pull the switch here to restore the rest of the power. Now go back up the elevator and back to the main area.

Ooh, everything is working! Take the stairs to the right. Use the crane to pull the bucket over to the track. Now push the button to send the bucket down. Push the bucket forward into the room and position it under the dripping pipe. Now pull the lever to fill the bucket with meat. Next, pull the bucket back to the track and push the button for a strength upgrade. Push the bucket back onto the crane. Now go back down the stairs and over to the water behind the fence. Climb the stairs here and go up the ladder. Use the buttons to view the underwater areas and note the doors. Go out the door and down the stairs. Climb the pipes and then shimmy across the ledge. When you reach the wire, drop down. Walk over and push the button, then take the lift to the other side. Go through the door, pull the switch and go through. Take out the guy inside and check the shelves. Now exit and head right. Use the switch to lower the bucket full of meat into the water.

Head back to the centre area. It's now safe to jump in the pool because the mutant fish is distracted – for a while. Quickly swim over to the switch marked '1'. Pull it. Now swim into the tunnel marked '2'. Swim up for a cut scene and a change of clothes. Pull the switch on the wall, then swim back out to the main room. The door in the middle of the room is open, so dive down to enter The Vault of Trophies.

BOAZ RETURNS

Boaz isn't too tough to deal with. Draw your weapon and use the Square button to target her face. Shoot her in the face a few times and she reveals a target area. Use the Square button again to target a flappy bit and pump it full of lead. Get it?

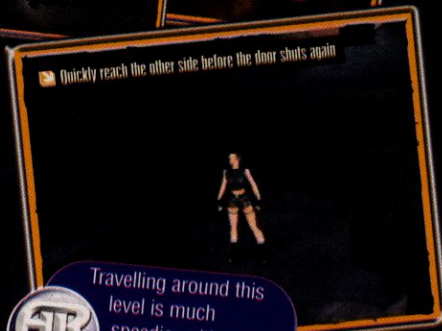
Just when you think you've killed her, she changes into a flying bug. God-damn it! Just avoid her attacks and keep shooting her.

Not gory enough for you? Beef up the horror with Action Replay's Loads a Blood code!

Moon-jump through the level with Action Replay. Why keep your feet on the ground when you can have your head in the clouds?

THE LOST DOMAIN

Back with Lara. You start the level sliding down a slope. Now take the right tunnel to the fiery area. Slide down the slope and jump before you fall off the end. Jump across to the switch and pull it for a strength upgrade. Now use the bridge to get back to the main tunnel. The next door to the right is now open. Go inside and grab the goodies. Go back to the main tunnel and pull the switch at the end. You've not got long before the door shuts again. Use a dashing jump to make it over in time. Now to get across the fire pit. Jump to the platform in front and then use the ladder on the left. Climb up, up the next ladder, then run and jump across the broken bridge. Slide down the side and jump to the fenced area. Pull the lever and drop to the ledge below. Run and jump to the staircase. Exit via the door that burns down to enter Eckhardt's Lab.

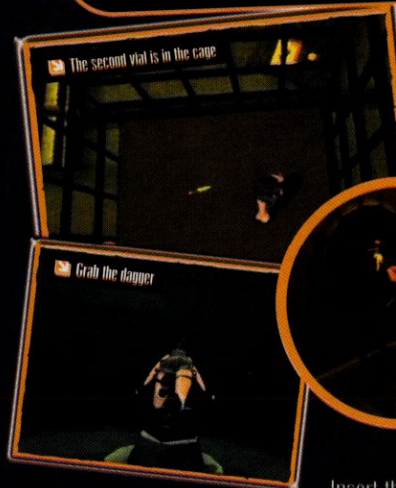


Travelling around this level is much speedier with the Action Replay's Quick Walk code.

ECKHARDT'S LAB

Run forward, slide down the slope and jump to the platform on the left. Drop down, avoid the spikes and leap over the pit. Run through the door and enter the lab.

There are three vials to find in the lab. Head for the right side of the tall structure and grab the first vial from the table. Now go over to the lever by the grating on the floor. Pull it and climb up the ladder now accessible. Turn right and walk round to the medikit. Step back, jump and grab. Pull yourself up and grab the medikit. Now go back to the ladder and sidelfip onto the big cage. Part of the roof falls in and drops you into the cage. Pick up the second vial. The cage now starts to descend into a pit of boiling water, so climb onto the roof fast. Don't worry, you're safe here. Wait for the cage to stop. Now jump and grab the ledge and crawl inside for the last vial. Crawl back out and climb the walls of the pit. Backflip at the top to get out.

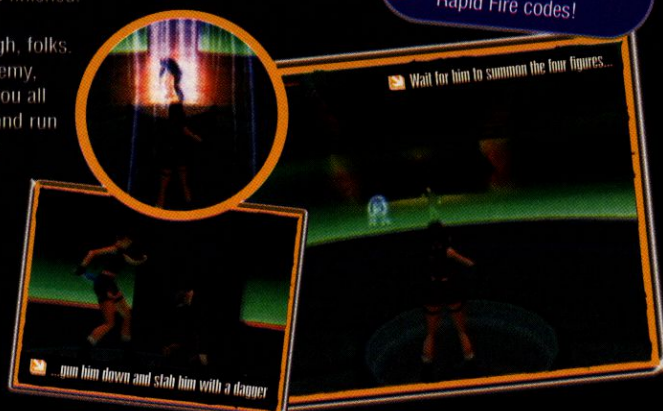


Insert the three vials, one at the base of the big structure, one on the first floor and one at the back of the lab near a boiling pit of water. A white vapour now runs down the lab and cools the water. Dive into the pool and retrieve the dagger from the bottom. A door now opens on the right side of the lab. Slide down it to and enter the final room...

Make climbing and jumping easier with the Low Gravity code and your Action Replay...

Run into the centre of the room to start the battle. Eckhardt isn't too tricky. First he runs around the room spraying lightning or fire at you. Keep your best weapon out to lock onto him, but don't fire. You can't hurt him yet. Duck, jump or avoid his fire until he starts to summon four figures. These then rush into the centre of the room. Push Square to target his final form and pump him full of lead. When he collapses, run over and Lara stabs him with the first dagger. Now repeat the process for the second and third daggers and Eckhardt is finished.

The show isn't over yet though, folks. Turns out Karel is the real enemy, and has been messing with you all along. Holster your weapon and run over to Eckhardt's body. Pick up his hand and find the switch behind one of the pillars. Pull it and climb up the ladder, avoiding Karel's fire. Follow the catwalk around and up two ladders. Jump over to the Sleeper to finish the game.

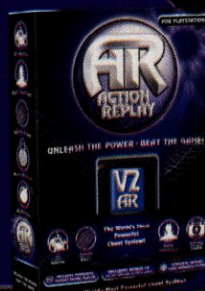


ECKHARDT & KAREL

Having trouble bringing him down? Blast better with Action Replay's Rapid Fire and Quick Rapid Fire codes!

A PIECE OF THE ACTION...

Still having trouble? Check out these cunning codes for your Action Replay...



IMI (MUST BE ON) ECB8BC44 1435F1F4	HELLA ULTRA QUICK RUN 1C851570 2055F1A5 1C851574 D8D5DFA5	ALWAYS USE M5 3CD8092C 1456E7A0
INFINITE HEALTH 1C850278 20553040 1C850284 B095E271	QUICK WALK 1C851CBC 2055F1E5 1C851CC0 D8D5DFA5	ALWAYS USE SHOTGUN 3CD8092C 1456E79F
ONE-HIT KILL 1C9A8028 2055E767 1C9A802C 38355635 1C9A8034 0424E7A7 1C9A803C B296E271 1C9A8044 0C5AE977 1C879A6C 0C53B0E5	RAPID FIRE 1C860A34 2055F125 1C860A38 D8D547A5	ALWAYS USE GUN 09 3CD8092C 1456E79E
Use Infinite Health with this code	QUICK RAPID FIRE 1C860A34 2055F165 1C860A38 D8D547A5	ALWAYS USE DOUBLE GUNS 3CD8092C 1456E7A4
PAUSE FOR LEVEL SELECT/SKIP 3CD8E5D8 1456E7A6	HELLA QUICK RAPID FIRE 1C860A34 2055F1A5 1C860A38 D8D547A5	ALWAYS USE GUN 6 3CD8092C 1456E7A3
INFINITE ITEM USAGE 1C812EF4 1456E7A5 Pawnshop Items	LOW GRAVITY 1C853554 2055F0A5 Use only one gravity code	ALWAYS USE GUN 5 3CD8092C 1456E7A2
MAX ITEM AFTER USE 1C812EF4 385AE788 Pawnshop Items	MOON GRAVITY 1C853554 2055F125 Use only one gravity code	ALWAYS USE GUN 4 3CD8092C 1456E7A1
INFINITE RELOADS 1C8131D0 1456E7A5	MOON JUMP 1C9A8068 2055E75D 1C9A806C 9435B345 1C9A8070 3858E7C5 1C9A8074 0838E7A8 1C9A807C 20552625 1C9A8080 B095E78D 1C9A8084 0C5A8332 1C85356C 0C53B0F5 1C8503D0 0456E7A1	ALWAYS USE GUN 3 3CD8092C 1456E7A8
MAX RELOADS AFTER USE 1C8131D0 3854E788	INFINITE GRIP 1C8548D4 1456E7A5	ALWAYS USE GUN 2 3CD8092C 1456E7A7
MAX MONEY 4CD8E330 1456089C	LOADS A BLOOD 1C8BFF98 20552765	ALWAYS USE GUN 1 3CD8092C 1456E7A6
QUICK RUN 1C851570 2055F125 1C851574 D8D5DFA5	INFINITE AMMO/BYPASS AMMO CHECK 1C9A80F8 384EE79E 1C9A80FC B62EE7D7 1C9A8000 0C5A93B6 1C86F368 0C53B011 Use Bypass Ammo Check code with all Gun codes	ALL WEAPONS 1C9A80A8 2055E767 1C9A80AC 943A69A1 1C9A80B0 2CD9E799 1C9A80BC 385AE7A5 1C9A80C0 38DAE7A6 1C9A80C4 B43A69A1 1C9A80CC 385AE6A5 1C9A80D0 0C598731 1C810574 0C53B005 1C9A80B4 0859E7A7
ULTRA QUICK RUN 1C851570 2055F165 1C851574 D8D5DFA5	ALWAYS USE RIFLE 3CD8092C 1456E799	Press Start to quick access to weapons. Always holster your gun before pressing start

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HACKER

THE NATION'S NUMBER ONE CHEATS

DYNASTY
WARRIORS 4

(M)
0E3C7DF2 1853E59E
EE8C45B6 BCA9C80

DUEL CODES
NOTE: YOU MUST ENABLE THESE CODES AFTER THE DUEL HAS BEGUN AND DISABLE IT AT THE END OF THE DUEL

Infinite Time
0EAB61B2 BCA9A083
CE9DBC26 BCA99B83

PRESS L1+L2 TO ACTIVATE

Restart Timer
0EAB61B2 BCA9A583
CE9DBC26 BCA99B84

PRESS R1+R2 TO ACTIVATE

Infinite Time
0EAB61B2 BCA9A083
CE9DBC33E BCA99B83

PRESS L1+L2 TO ACTIVATE

Restart Timer
(Graphic)
0EAB61B2 BCA9A583
CE9DBC33E BCA99A82

PRESS R1+R2 TO ACTIVATE

1 Hit Kill Infantry
DE89A26A 60299BBD

P1 CODES

Max Health
CE4E7D42 BCA99DF3

Infinite Health
CE4E7D4C BCA9C283

Max Mosou
CE4E7D48 BCA99C73

Infinite Mosou
CE4E7D4A BCA9BA83

Infinite Arrows
FE4C6DA2 BCA99B97

Big Jumps
DE4E7D5A FEBF01EA

Quick P1
DE4E7D52 FEBF01EA

Ultra quick P1
DE4E7D52 FEBF01EA

P2 CODES
(VERSUS MODE)

Max Health
CE4E7362 BCA99DF3

Infinite Health
CE4E736C BCA9C283

Max Mosou
CE4E7368 BCA99C73

Infinite Mosou
CE4E736A BCA9BA83

Infinite Arrows
FE4C6352 BCA99B97

Big Jumps
DE4E737A FEBF01EA

Quick P2
DE4E7372 FEBF01EA

Ultra quick P2
DE4E7372 FEBF01EA

P2 CODES (MOSOU/ FREE MODE)

Max Health
CE4E7722 BCA99DF3

Infinite Health
CE4E772C BCA9C283

Max Mosou
CE4E7728 BCA99C73

Infinite Mosou
CE4E772A BCA9BA83

Infinite Arrows
FE4C6352 BCA99B97

Big Jumps
CE4E773A FEBF01EA

Quick P2
CE4E7732 FEBF01EA

Ultra quick P2
DE4E7732 FEBF01EA
P1 9999 Kills
CEBBF826 BCA9C292

All Movies
DEBB9D9E FBA89A82

All Levels Free Mode
DEBCFA16 BBA89A82
DEBCFA12 BBA89A82
DEBCFA1E BBA89A82

ENABLE CHARACTERS

Zhao Yun
FEBB9D46 BCA99B84

Guan Yu
FEBB9D5E BCA99B84

Zhang Fei
FEBB9D76 BCA99B84

Xiahou Dun
FEBB9D0E BCA99B84

Dian Wei
FEBB9D26 BCA99B84

Xu Zhu
FEBB9D3E BCA99B84

Zhou Yu
FEBB9D06 BCA99B84

Lu Xun
FEBB9DEE BCA99B84

Taishi Ci
FEBB9C86 BCA99B84

Diao Chan
FEBB9C9E BCA99B84

Zhuge Liang
FEBB9C86 BCA99B84

Cao Cao
FEBB9C4E BCA99B84

Lu Bu
FEBB9C66 BCA99B84

Sun Shang Xiang
FEBB9C7E BCA99B84

Liu Bei
FEBB9C16 BCA99B84

Sun Jian
FEBB9C2E BCA99B84

Sun Quan
FEBB9C06 BCA99B84

Dong Zhuo
FEBB9CDE BCA99B84

Yuan Shao
FEBB9CF6 BCA99B84

Ma Chao
FEBB938E BCA99B84

Huang Zhong
FEBB93A6 BCA99B84

Xiahou Yuan
FEBB93BE BCA99B84

Zhang Liao
FEBB9356 BCA99B84

Sima Yi
FEBB936E BCA99B84

Lu Meng
FEBB9306 BCA99B84

Gan Ning
FEBB931E BCA99B84

Jiang Wei
FEBB9336 BCA99B84

Zhang Jiao
FEBB93CE BCA99B84

Xu Huang
FEBB936E BCA99B84

Zhang He
FEBB92FE BCA99B84

Zhen Ji
FEBB9296 BCA99B84

Huang Gai
FEBB92AE BCA99B84

Sun Ce
FEBB9246 BCA99B84

Wei Yan
FEBB925E BCA99B84

Pang Tong
FEBB9276 BCA99B84

Meng Huo
FEBB920E BCA99B84

Zhu Rong
FEBB9226 BCA99B84

Da Qiao
FEBB923E BCA99B84

Xiao Qiao
FEBB92D6 BCA99B84

Cao Ren
FEBB92EE BCA99B84

Zhou Tai
FEBB9186 BCA99B84

Yue Ying
FEBB919E BCA99B84

Bodyguard 1
FEBB91B6 BCA99B84

Bodyguard 2
FEBB914E BCA99B84

Bodyguard 3
FEBB9166 BCA99B84

Bodyguard 4
FEBB917E BCA99B84

All Items
CEBB9604 BCA99B83
DEBB9606 BCA99B83
DEBB9602 BCA99B83
DEBB960E BCA99B83
DEBB960A BCA99B83
DEBB9616 BCA99B83
DEBB9612 BCA99B83
DEBB961E BCA99B83
DEBB961A BCA99B83
FEBB9625 BCA99B83

ALL WEAPONS

Fierce Dragon
CEBB96A6 BCA95ED3

Blue Moon Dragon
CEBB96A0 BCA95ED3

Viper Blade
CEBB96A2 BCA95ED3

Kirin Fang
CEBB96AC BCA95ED3

Mad Bull
CEBB96AE BCA95ED3

Stone Crusher
CEBB96A8 BCA95ED3

Ancients Sword
CEBB96AA BCA95ED3

Falcon
CEBB96BA BCA95ED3

Tiger Slayer
CEBB96BB BCA95ED3

Divia
CEBB96B0 BCA95ED3

Peacock Feather
CEBB96B2 BCA95ED3

Wrath of Heaven
CEBB96BC BCA95ED3

Sky Scorchers
CEBB96BE BCA95ED3

Sol Chakram
CEBB96B8 BCA95ED3

Gold Moon Dragon
CEBB96BA BCA95ED3

Savage Tiger
CEBB9644 BCA95ED3

Master Wolf
CEBB9646 BCA95ED3

Horror
CEBB9640 BCA95ED3

Sword of Kings
CEBB9642 BCA95ED3

Stallion Fury
CEBB964C BCA95ED3

Oracle Sword
CEBB964E BCA95ED3

Enforcer Rod
CEBB9648 BCA95ED3

Gold Wyvern
CEBB964A BCA95ED3

Dark Feather
CEBB9654 BCA95ED3

White Tiger
CEBB9656 BCA95ED3

Sea Master
CEBB9650 BCA95ED3

Blink
CEBB9652 BCA95ED3

Volcano Staff
CEBB965C BCA95ED3

Marauder
CEBB965E BCA95ED3

Phoenix Talon
CEBB9658 BCA95ED3

Dark Moon Flute
CEBB965A BCA95ED3

(M)
code means
'must be on' for
the codes to work

Dark Shadow
CEBB9664 BCA95ED3

Overlord
CEBB9666 BCA95ED3

Comet Strike
CEBB9668 BCA95ED3

Tornado Staff
CEBB9662 BCA95ED3

King of Beasts
CEBB966C BCA95ED3

Inferno
CEBB966E BCA95ED3

Qiao Beauty
CEBB9668 BCA95ED3

Qiao Grace
CEBB966A BCA95ED3

Roc
CEBB9674 BCA95ED3

Dusk
CEBB9676 BCA95ED3

Oblivion
CEBB9670 BCA95ED3

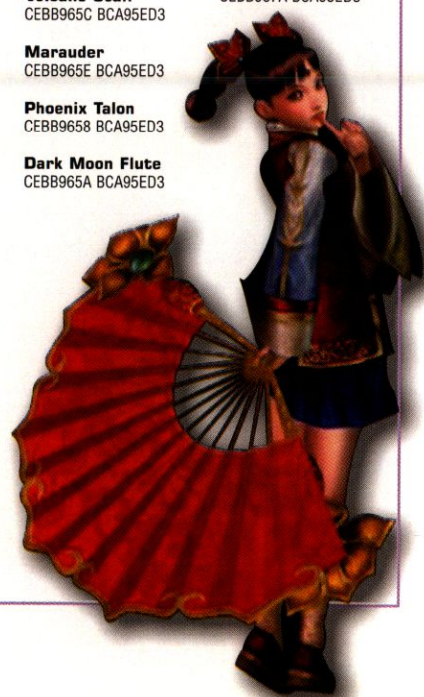
Fu Xi's Sword
CEBB9672 BCA95ED3

Nu Wa's Rapier
CEBB967C BCA95ED3

Phoenix Tail
CEBB967E BCA95ED3

Typhoon
CEBB9678 BCA95ED3

Eclipse
CEBB967A BCA95ED3



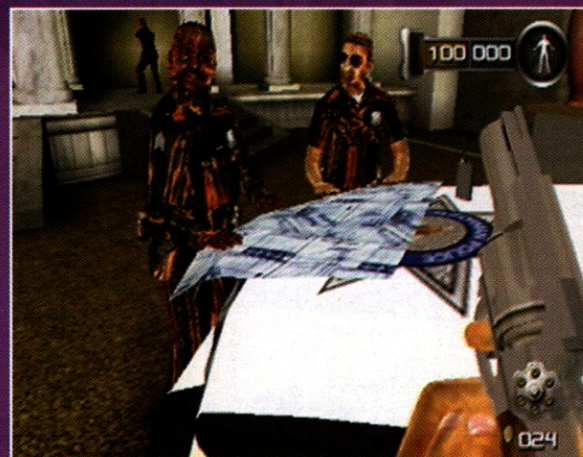
THE CRAZY WORLD OF ARV2

THE ACTION REPLAY IS GOOD FOR MORE THAN JUST CHEATING. CHECK OUT THESE CODES FOR SOME HILARIOUS RESULTS...

DIE HARD VENDETTA

God knows this game could do with some livening up. It is, at heart, a half-decent first-person shooter that, well could have been better. However if you've got a copy, you won't want to know what we think. What you need is some top notch Action Replay codes that inject a little bit of fun into the proceedings.

We all enjoy a bigger gun. After all what's the point of having a small weapon? But sometimes moderation is the order of the day, which is why we've supplied two codes to make your weapon bigger. (BTW I am aware this is starting to sound like one of the spam emails for vacuum pumps, but we'll try and keep it clean.) One code makes it really quite big, the other makes it astonishingly big. Grab this offer now! If all this talk of enlarged weapons is a bit too much, just wait until the characters in the game start glowing like they've eaten some ecstasy laced Ready Brek when you enter the Hot Under The Collar? code.



(M) 0E3C7DF2 1853E59E
EE91E57A BCA99C80

Jumbo Guns
DE55B80A BCA99B84

Hot Under The Collar
DE55B86A BCA99B84

Super Jumbo Guns
DE55B80A BCA99B85

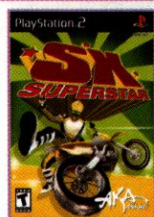


(M) 0E3C7DF2 1853E59E
EE91E57A BCA99C80

Jumbo Guns
DE55B80A BCA99B84

Hot Under The Collar
DE55B86A BCA99B84

SX SUPERSTAR



(M) 0E3C7DF2 1853E59E
EEAE26E2 BCA99C80

Monster Cash
DE6AC1FA BC2A2122

1ST CHAMPIONSHIP SEASON

Pos 1 0 Points
CE6AB092 BCA99B83

Pos 2 0 Points
CE6AB09E BCA99B83

Pos 3 0 Points
CE6AB09A BCA99B83

Pos 4 0 Points
CE6AB0A6 BCA99B83

Pos 5 0 Points
CE6AB0A2 BCA99B83

Pos 6 0 Points
CE6AB0AE BCA99B83

Pos 1 999 Points
CE6AB092 BCA99E6A

Pos 2 999 Points
CE6AB09E BCA99E6A

Pos 3 999 Points
CE6AB09A BCA99E6A

Pos 4 999 Points
CE6AB0A6 BCA99E6A

Pos 5 999 Points
CE6AB0A2 BCA99E6A

Pos 6 999 Points
CE6AB0AE BCA99E6A

2ND CHAMPIONSHIP SEASON

Pos 1 0 Points
CE6AB066 BCA99B83

Pos 2 0 Points
CE6AB062 BCA99B83

Pos 3 0 Points
CE6AB06E BCA99B83

Pos 4 0 Points
CE6AB06A BCA99B83

Pos 5 0 Points
CE6AB076 BCA99B83

Pos 6 0 Points
CE6AB072 BCA99B83

Pos 1 999 Points
CE6AB066 BCA99E6A

Pos 2 999 Points
CE6AB062 BCA99E6A

Pos 3 999 Points
CE6AB06E BCA99E6A

Pos 4 999 Points
CE6AB06A BCA99E6A

Pos 5 999 Points
CE6AB076 BCA99E6A

Pos 6 999 Points
CE6AB072 BCA99E6A

3RD CHAMP'SHIP SEASON

Pos 1 0 Points
CE6AB02A BCA99B83

Pos 2 0 Points
CE6AB036 BCA99B83

Pos 3 0 Points
CE6AB032 BCA99B83

Pos 4 0 Points
CE6AB03E BCA99B83

Pos 5 0 Points
CE6AB03A BCA99B83

Pos 6 0 Points
CE6AB0C6 BCA99B83

Pos 1 999 Points
CE6AB02A BCA99E6A

Pos 2 999 Points
CE6AB036 BCA99E6A

Pos 3 999 Points
CE6AB032 BCA99E6A

Pos 4 999 Points
CE6AB03E BCA99E6A

Pos 5 999 Points
CE6AB03A BCA99E6A

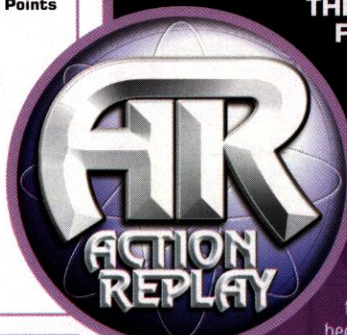
Pos 6 999 Points
CE6AB0C6 BCA99E6A

Pos 1 0 Points
CE6AB02A BCA99B83

Pos 2 0 Points
CE6AB036 BCA99B83

Pos 3 0 Points
CE6AB032 BCA99B83

Pos 4 0 Points
CE6AB03E BCA99B83



CLOCK TOWER 3



(M) 0E3C7DF2 1853E59E
E17B5FFE BCA99C80

Timer Stop
D10FD48E BF899B8B
D10FD48A BCA99B83

Panic Meter Zero
C10AC0F4 BCA99B83

Max Holy Water
C10AB8B6 BCA99B8B
ITEM CODES

99 Items Slot 1
F10C0621 BCA99B86

99 Items Slot 2
F10C0639 BCA99B86

99 Items Slot 3
F10C06D1 BCA99B86

99 Items Slot 4
F10C06E9 BCA99B86

99 Items Slot 5
F10C0581 BCA99B86

99 Items Slot 6
F10C0599 BCA99B86

99 Items Slot 7
F10C05B1 BCA99B86

99 Items Slot 8
F10C0549 BCA99B86

99 Items Slot 9
F10C0561 BCA99B86

99 Items Slot 10
F10C0579 BCA99B86

99 Items Slot 11
F10C0511 BCA99B86

99 Items Slot 12
F10C0529 BCA99B86

BOSS BATTLE CODES

Inf Health During Boss Fights
C1197A9A BCA99A83

Quick Boss Kills
C119779A BCA99B84

JUST FOR FUN

Disable Enemy AI
D178B96E BF899B8B
D178B96A BCA99B83

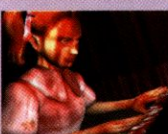
Walk Thru Walls
D173DFBE BF899B8B
D173DFBA BCA99B83

Pogo Mode
D10F927E BF899B8B
D10F927A BCA99B83

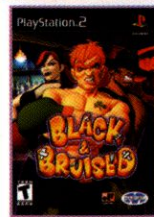
USE ONLY ONE

Super Slow Motion
D10B657E BCA99B93

Hyper Mode!
D10B657E BCA99C83



BLACK & BRUISED



(M) 0E3C7DF2 1853E59E
EE8E1762 BC8982F2

P1 Infinite Health
DE0EC4EE 02C99B83

DON'T USE WITH ONE HIT KILL ON P1

P2 Infinite Health
DE0E369E 02C99B83

DON'T USE WITH ONE HIT KILL ON P2

One Hit Kill On P1
DE0EC4EE FB299B83

DON'T USE WITH P1 INFINITE HEALTH

One Hit Kill On P2
DE0E369E FB299B83

DON'T USE WITH P2 INFINITE HEALTH - ONLY USE ONE 'SPECIAL' CODE PER CHARACTER

P1 Always Has Special 1
DE0E6B46 FDC99B83
DE0E6B42 BCA99B83

P1 Always Has Special 2
DE0E6B46 FDC99B83
DE0E6B42 FDC99B83
DE0E6B4E BCA99B83

P1 Always Has Special 3
DE0E6B46 FDC99B83
DE0E6B42 FDC99B83
DE0E6B4E FDC99B83

P1 Has No Special
DE0E676 BCA99B83

P2 Always Has Special 1
DE0E676 FDC99B83
DE0E672 BCA99B83

P2 Always Has

Special 2
DE0DE676 FDC99B83
DE0DE672 FDC99B83
DE0DE67E BCA99B83

P2 Always Has Special 3
DE0DE676 FDC99B83
DE0DE672 FDC99B83
DE0DE67E FDC99B83

P2 Has No Special
DE0DE676 BCA99B83

Unlock Matador
DE03AE02 BCA99B84

Unlock Old Master
DE03AE12 BCA99B84

Unlock Odiva
DE03AE92 BCA99B84

Unlock King Kahn
DE03AE62 BCA99B84

Unlock Trainer
DE03AE22 BCA99B84

Unlock Mickey McFist's Costume
DE03AF0A BCA99B84

Unlock Knuckles Nadine Costume
DE03AF1A BCA99B84

Unlock Tiny's Costume
DE03AF2A BCA99B84

Unlock Pharaoh's

Costume
DE03AF3A BCA99B84

Unlock Kid USA's Costume
DE03AFCA BCA99B84

Unlock Royal Pain's Costume
DE03AFDA BCA99B84

Unlock Bronto Sore's Costume
DE03AFEA BCA99B84

Unlock Jackpot's Costume
DE03AEFA BCA99B84

Unlock Holly Vixen's Costume
DE03AE8A BCA99B84

Unlock El Luchador's Costume
DE03AEAA BCA99B84

Unlock Ally Gator's Costume
DE03AEBA BCA99B84

Unlock Major Flak's Costume
DE03AE4A BCA99B84

Unlock Jumping Janet's Costume
DE03AE5A BCA99B84

Unlock Maiagaru's Costume
DE03AE7A BCA99B84





CHARLIE'S ANGELS

(M)
0E3C7DF2 1853E59E
EE83A7FA BCC4F28A

Infinite Health
DE88822E BCA99B83

Infinite Lives
CE9E7746 BCA99BE6
CE9E7742 BCA99BE6

Infinite Angel
Enhanced Time
CE9E77B0 BCA99B83

Unlock All Movie
Videos
DE875AD2 E0B09B02

Unlock All Videos
DE875EBE E0BC9B02

Unlock All Photos
DE875062 E0BD9B02



DIE HARD VENDETTA

(M)
0E3C7DF2 1853E59E
EE91E57A BCA99C80

Invincibility
DE5588A2 BCA99B84

Infinite Ammo
DE558806 BCA99B84

All Levels Unlocked
DE55887A BCA99B84

Explosive
Fists/Weapons
DE55886E BCA99B84

Max Hero Bar
DE55887E BCA99B84

JUST FOR FUN

Tiny Heads/
Squeaky Voices
DE558876 BCA99B84

Big Heads
DE558876 BCA99B85

Display Debug
Char Info
DE55888A BCA99B84

Static Characters
DE558842 BCA99B84

Hot Under The
Collar
DE55886A BCA99B84

Jumbo Guns
DE55880A BCA99B84

Super Jumbo Guns
DE55880A BCA99B85



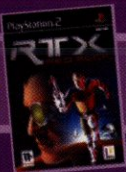
SPEED KINGS

(M)
0E3C7DF2 1853E59E
EE9B004A BCA99C80
Inf. Restarts/Credits
CEAE1902 BCA99BE6

UNLOCKS

De Saso 750cc,
Lumber Run,
UberBurg, Stein
Bender, Buzzer
TVW 1000, East
Coast Express,
Petrol Pastoral,
Motor City Express

CEADF2B6 BCA99B83
Kerranga 1200,
Freeway, Abandon,
Sunny Detroit,
Capital Loop
CEADF2B0 BCA99B83
Namoto IR, Bridge
Spin, Inner Limits,
Mountain Pass
CEADF2B2 BCA99B83
Namoto FRI 1300,
The Splatterhorn,
Snow Cap
CEADF2BC BCA99B83
Dune Drive,
Arizona Stars
CEADF2BE BCA99B83



RTX RED ROCK

(M)
0E3C7DF2 1853E59E
EE84DC2A BCA99C80

All Special Features
DE41A3DE BBA89A82
DE41A3EE BBA89A82

LEVEL UNLOCK
CODES

Thermal Research
Outpost
FE44C8C9 BCA99B84

Kuznetsov
Diamond Mine
FE44C8C8 BCA99B84

Chryse Canal

Complex
FE44C8CB BCA99B84

Red Rock Township
FE44C8CA BCA99B84

Xanthe Terra
Power & Light
FE44C8D5 BCA99B84

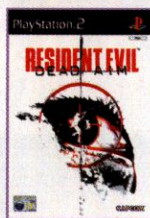
Red Rock Sally
Port Zulu
FE44C8D4 BCA99B84

Red Rock West Gate
FE44C8D7 BCA99B84

Aromatum Chaos
FE44C8D6 BCA99B84

Shalabatana Vallis
FE44C8D1 BCA99B84

RESIDENT EVIL DEAD AIM



(M)
0E3C7DF2 1853E59E
EE8E89FA BCB9088A

Infinite Time
DE9CA352 E0EC9B83

DON'T USE THIS
CODE IN THE
2ND BATTLE
WITH
MORPHEUS
BRUCE
MCGIVERN
CODES

Infinite Health
DE91140A BCA99B83

Infinite Green
Herb
DE91141E BCA99BE6

Infinite Herbal
Medicine
DE91141A BCA99BE6

Infinite Medicinal
Spray
DE911426 BCA99BE6
Have All Weapons
DE911416 BCA99B82

Infinite Handgun
Ammo
DE9114D2 BCA99B92

Infinite Silenced
Handgun Ammo
DE9114E6 BCA99B88

Infinite Shotgun
Ammo
DE9114DE BCA99B8A

Infinite Semi-
Auto Handgun
DE9114DA BCA99B95

Infinite Magnum
Ammo
DE9114E2 BCA99B8A

Infinite Grenade
Launcher Ammo
DE9114EE BCA99B89

Infinite Assault
Rifle Ammo
DE9114EA BCA99BE7
File Codes

Emergency Fax
From Paris
Branch
DE94B6B2 BCA99B84

Regular Report
No. 1162
DE94B6BE BCA99B84

Admin Report
DE94B6BA BCA99B84

Waiter's Letter
DE94B646 BCA99B84

Freight
Crewman's Diary
DE94B642 BCA99B84

Research
Report #220329
DE94B64E BCA99B84

Restructuring
Notice
DE94B64A BCA99B84

Ship's Log
DE94B656 BCA99B84

Operator's
Notebook
DE94B652 BCA99B84

Biological
Report 1
DE94B65E BCA99B84

Biological
Report 2
DE94B65A BCA99B84

Experiment
(Alpha) Log
DE94B666 BCA99B84

Transport Orders
DE94B662 BCA99B84

Architect's
Memo
DE94B66E BCA99B84

Research Report
#220120

DE94B66A BCA99B84

Orders From
Morpheus
DE94B676 BCA99B84

Charged Particle
Users Manual
DE94B672 BCA99B84

Morpheus'
Journal
DE94B67E BCA99B84

ITEMS - ONLY
USE THESE
CODES WHEN
NEEDED, AS
HAVING AN
ITEM IN A PART
OF THE GAME
WHERE YOU
SHOULD NOT
HAVE IT, CAN
CAUSE A
CRASH.

Guest Keycard
DE94B6FE BCA99B84

ID Card
DE94B6FA BCA99B84

Maintenance Key
DE94B686 BCA99B84

Handle
DE94B682 BCA99B84

Crowbar
DE94B68E BCA99B84

Crewman's
Keycard
DE94B68A BCA99B84

Recreation Room
Key
DE94B696 BCA99B84

1st Class Key
DE94B692 BCA99B84

Sector Admin
Key
DE94B69E BCA99B84

Elevator Keycard
DE94B69A BCA99B84

Pod Bay Keycard
DE94B6A6 BCA99B84

Digital Recorder
DE94B6A2 BCA99B84

Infinite Magnum
Ammo
DE910B5E BCA99B8A

Infinite Grenade
Launcher Ammo
DE910B5A BCA99B89

Infinite Assault
Rifle Ammo
DE910B66 BCA99BE7

Digital Recorder
(Full)
DE94B6AE BCA99B84

Backyard Key
DE94B6AA BCA99B84

MAPS

Cruise Ship
Upper Decks
DE94B7E6 BCA99B84
DE94B5E6 BCA99B84

Cruise Ship
Lower Decks
DE94B7E2 BCA99B84
DE94B5E2 BCA99B84

Groundwater
Ways B1
DE94B7EE BCA99B84

Groundwater
Ways B2
DE91140A BCA99B84

FONG LING
CODES

Infinite Health
DE910B86 BCA99B83

Infinite Green
Herb
DE910B8A BCA99BE6

Infinite Herbal
Medicine
DE910B96 BCA99BE6

Infinite Medicinal
Spray
DE910B92 BCA99BE6

Have All
Weapons
DE910B82 BCA99B82

Infinite Handgun
Ammo
DE910B4E BCA99B92

Infinite Silenced
Handgun Ammo
DE910B52 BCA99B88

Infinite Shotgun
Ammo
DE910B4A BCA99B8A

Infinite Semi-
Auto Handgun
DE910B56 BCA99B95

(M)
code means
'must be on' for
the codes to work



REMEMBER

For all the latest
ACTION REPLAY V2 CODES
get straight over to
www.codejunkies.com

EVIL DEAD: A FISTFUL OF BOOMSTICK



(M)
0E3C7DF2 1853E59E
EE9D66BA BCA99B80

Infinite Health
DE85E0AE E0ABC292

Infinite Standard Boomstick Ammo
DE99FC02 BCA99E6A

Infinite Shrapnel Boomstick Ammo
DE99FC12 BCA99E6A

Infinite Explosive Boomstick Ammo
DE99FC22 BCA99E6A

Infinite Standard Pistol Ammo
CE99FC32 BCA99E6A

Infinite Armour Piercing Ammo
CE99FC02 BCA99E6A

Infinite Incendiary Piercing Ammo
CE99FC02 BCA99E6A

Infinite Standard Cannon Ammo
DE99F3A2 BCA99E69

Infinite Grape Cannon Ammo
DE99F3B2 BCA99E69

Infinite Dynamite
CE99F352 BCA99E6A

Infinite Molotov Cocktails
DE99F342 BCA99E6A

WEAPONS
CE941FCA BCA99B8E
CE941FBE BCA99B85
CE941FBA BCA99B92
CE941F46 BCA99B8B
CE941F42 BCA99B8B
CE941F4E BCA99B90
CE941F4A BCA99B91
CE941F56 BCA99B94
CE941F52 BCA99B95
CE941F5E BCA99B96
CE941F5A BCA99B99
CE941F66 BCA99B9D

ITEMS

Infinite Save Tokens
FE934A6B BCA99B87

Possession Spell - Guardians
FE934A68 BCA99B84

Piece Of Spell Scroll
FE934A69 BCA99B84

Piece Of Spell Scroll
FE934A6E BCA99B84

Piece Of Spell Scroll
FE934A6F BCA99B84

Piece Of Spell Scroll
FE934A6C BCA99B84

Piece Of Spell Scroll
FE934A6D BCA99B84

A Pentagonal Piece Of Stone
FE934A62 BCA99B84

Set Of Bolt Cutters
FE934A63 BCA99B84

Items To Make A Weapon
FE934A60 BCA99B84

Items To Make A Weapon
FE934A61 BCA99B84

A Piece Of Scrap Metal
FE934A66 BCA99B84

A Billy Can
FE934A67 BCA99B84

A Lighter
FE934A64 BCA99B84

A Silver Ring
FE934A65 BCA99B84

Ice Age Exhibit Blue Crystal
FE934A5A BCA99B84

Egypt Exhibit Yellow Crystal
FE934A5B BCA99B84

Volcanic Earth Ex Red Crystal
FE934A58 BCA99B84

Some Kind Of Vase
FE934A59 BCA99B84

Some Kind Of Vase
FE934A5E BCA99B84

Supernatural Divining Device
FE934A5F BCA99B84

A Staff Pass Card
FE934A5C BCA99B84

An East Wing Security Pass
FE934A5D BCA99B84

A West Wing Security Pass
FE934A52 BCA99B84

A TV Station Pass Card
FE934A53 BCA99B84

A Police Badge
FE934A51 BCA99B84

Possession Spell - Elites
FE934A57 BCA99B84

Super Crazy Door Open Spell
FE934A54 BCA99B84

Powerful Siesmic Smash
FE934A55 BCA99B84

Diamond Blade For A Chainsaw
FE934A4A BCA99B84

Some Bizarre Occult Thing
FE934A4B BCA99B84

Some Bizarre Occult Thing
FE934A48 BCA99B84

Some Bizarre Occult Thing
FE934A49 BCA99B84

Spellbook
FE934A4F BCA99B84

A Torn Piece Of Parchment
FE934A4C BCA99B84

A Torn Piece Of Parchment
FE934A4D BCA99B84

A Bar Of Silver
FE934A42 BCA99B84

A Bar Of Silver
FE934A43 BCA99B84

A Wrench
FE934A41 BCA99B84

A Bar Of Silver
FE934A47 BCA99B84
FE934A44 BCA99B84
FE934A45 BCA99B84
FE934A4A BCA99B84

Some C4
FE934AB8 BCA99B84

A Silver Spoon
FE934AB8 BCA99B84

Some C4
FE934AB9 BCA99B84

A Sealed Envelope
FE934ABC BCA99B84

A Brass Ornament
FE934AB2 BCA99B84

An Old Gold Watch
FE934AB0 BCA99B84

Professor Knowby's Notebook
FE934AB1 BCA99B84

A Silver Goblet
FE934AB6 BCA99B84

A Silver Jug
FE934AB7 BCA99B84

A Silver Cigar Case
FE934AB4 BCA99B84

A Silver Pendant
FE934AB5 BCA99B84

An Old Silver Coin
FE934AAA BCA99B84

A Health Vessel
FE934AA8 BCA99B84

Inf Health Packs
FE934AA9 BCA99B84
KEYS

A Cipher Key
FE934AB3 BCA99B84

A Key To The Park
FE934ABC BCA99B84

A Key To The Church
FE934ABD BCA99B84

A Key To The Museum
FE934ABE BCA99B84

A Cell Key
FE934A46 BCA99B84

A Key To The Lumber Yard
FE934A56 BCA99B84

A Key To The TV Station Gates
FE934A50 BCA99B84

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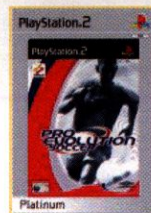
www.codejunkies.com



BUDGET GAMES CHEAP & CHEERFUL

Codes for the top-selling budget-priced titles...

PRO EVOLUTION SOCCER PLATINUM



(M)
0E3C7DF2 1853E59E
EED70FA2
BC908AB2

Home Team Score 99
019636A8 BCA99682
F19CF7C3 BCA99BE6

PRESS L1 TO



ACTIVATE

Home Team Score 0
01963778
BCA99982
F19CF7C3
BCA99B83

PRESS L2 TO

Activate
Away Team Score 99
01963778 BCA99282
F19CF7C2 BCA99BE6

PRESS R1 TO

Activate
Away Team Score 0

01963778 BCA99882
F19CF7C2 BCA99B83

PRESS R2 TO

Activate
Infinite Money
C19778C6
BCA99E6A

Infinite Transfers
F1976162 BCA99BE6

Win All Trophies
F19CD8B2
BCA99B82

Unlock All Teams
F19CD8AE
BCA99B82

STATE OF EMERGENCY PLATINUM



(M)
0E3C7DF2 1853E59E
EE83B0C2 BCC4E152



Infinite Time
CE812DF2 BCA99B87

Infinite Health
CE812DF6 BCA99B87

Infinite Ammo
CE812CFE BCA99B87

Monster Score
DE812A4E C19E7B82

Open All characters
CE811176 BCA9A2A2

RAYMAN REVOLUTION PLATINUM



(M)
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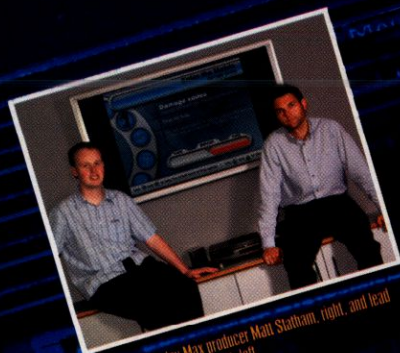
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DE82739E C4AC9A43
DE8FFF92 E3669A53

HARDCORE TO THE

MAX



ACTION REPLAY MAX IS ABOUT TO TAKE THE PS2 GAMING SCENE BY STORM, BRINGING GAME ENHANCEMENTS TO THE MASSES AND HERALDING IN A NEW ERA OF ONLINE ACTION. BUT WHAT'S SO SPECIAL ABOUT IT? WE TALK TO ITS CREATORS...



▲ Action Replay Max producer Matt Statham, right, and lead programmer Paul Armitt, left

Action Replay Max is Dattel's most powerful cheat code system yet, incorporating a great new user interface, an Intelligent Codes System and the ability to download updates from the Internet. DVD Region X, which allows your PS2 to play any region's DVD movies, and the game-save archiver Memory Manager also return. We took a trip to Dattel's Staffordshire labs and caught up with AR Max's producer Matt Statham and lead programmer Paul Armitt to get the inside story on this great piece of kit...

PS2 : What is Action Replay Max?

MS: The Action Replay Max is an entirely new system that allows you to enhance any game you wish to play, quickly and easily. Using exclusive cheat codes, you can give yourself infinite health, infinite lives, unlimited ammo, all weapons, all vehicles and more. You can also open up your game by unlocking bonus levels, areas, etc. As always, codes will be available from www.codejunkies.com and PS2 magazine, but for the first time, you can also download the complete code database online. That's EVERY code ever produced for the PlayStation2's Action Replay, in one incredibly-easy 20-second download. It's great!

PS2 : What technical advances does Action Replay Max offer?

PA: Major technical advances have been made. There's the new disc detection system. Now, when you insert your game disc, Action Replay Max automatically detects what game it is and takes you straight to the enhancements for that game. Also, a lot of thought has been put into the code management system, which now prevents people entering code combinations that crash the game.

MS: With all the previous



PS12: How easy is Action Replay Max to use? Is it just for hardcore gamers?

PA: It's very easy to use. We've put a lot of effort into making it as simple and functional as possible.

MS: The new Action Replay has been designed to maintain and build on the power of previous Action Replays for the hardcore users, but also to reach gamers who just want mild enhancements. It's easier than ever to use. AR Max is still a product for the hardcore hackers, but now it also appeals to the casual enhancer who wants a quick, easy way to tweak a game, rather than bust it wide open.

PS12: Previous Action Replays also offered the functionality of other Datel products, such as DVD Region X and Memory Manager. Is this also true for the new Action Replay Max?

PA: Yes, and we've made significant enhancements to both. DVD Region X supports the newer models of the PS2 too, and there's a completely new user interface. Memory Manager has had a major overhaul, being rewritten from the ground up. Previously the interface wasn't as intuitive or attractive as it might have been, but now it's far easier to compress and archive your game saves.

PS12: The GameCube Action Replay allows you to play imported GameCube titles on your UK Action Replay. Does the PS2's AR Max offer this?

MS: Unfortunately, due to technical constraints imposed by the console, we were unable to include this function in a PS2 Action Replay. It's a feature we'd have liked to have included, but it's impossible.

PS12: Is there an upgrade path for people who already have a previous version of the Action Replay?

PA: Yes, anyone who owns an Action Replay V2 or above can buy the Action Replay Max upgrade disc for just £9.99 from www.codejunkies.com. This will work with their existing Action Replay hardware card.

PS12: Is Action Replay Max any use to people who don't want to cheat?

MS: Yeah, it also caters for people who don't want to cheat in the traditional sense. For the first time ever, you can use Action Replay to make aspects of your game harder as well as easier, by limiting the amount of ammo you can collect, or shrinking your health bar, or making your foes tougher. If you thought Metal Gear Solid 2

was a piece of piss, spark up your Action Replay Max and switch to Hard Mode. You can also take control over hidden features developers have included. For example, EA Sports titles often contain bonuses which are unlocked only if you have save games from a different EA Sports title on your memory card. With Action Replay Max, you can unlock these bonuses even if you don't own and don't wish to own the other game. And don't forget DVD Region X and Memory Manager...

PS12: How happy are you with the new Action Replay Max?

MS: The entire idea behind Action Replay Max was to take the already-impressive technology, beef it up and integrate it with a cutting-edge graphical interface, reaching out to users who've not previously used an Action Replay. We were given unlimited licence to improve on and enhance the machine, and we're enormously satisfied that what we now have is the ultimate product.

PS12: What was the trickiest part of designing the Action Replay Max?

PA: The graphics interface and usability side of things, I'd say.

MS: The hardest part was the hours and days and weeks we spent agonising over the code structure and developing the Intelligent Code System, which lets the codes understand their compatibility with each other without restricting users' ability to flex the Action Replay's muscles in any way they want to. That took hours.

PS12: What else does the future hold for Action Replay?

MS: The future of console gaming is online, and that's where we'll take Action Replay. Not necessarily cheating – we won't ruin online games by introducing cheats. But we'll certainly be offering more and more online integration, so users can download information and services from CodeJunkies.com. We've already implemented a code download system, but we'd like to go further with online chat, streaming videos and more. Online's going to play a big role in Action Replay's future.

GRAB AN ACTION REPLAY MAX!

We have **five** copies to give away...

You know the score. You know why you need an Action Replay Max, the most powerful game enhancer ever devised. You also know it's more powerful, easier to use and simpler to update than any previous version of Action Replay. So now you want to get your hands on one...

The Action Replay Max is due to hit the shelves on the 1st September, and costs £29.99, but thanks to the guys and gals at Datel, we have five copies to give away. To stand a chance of winning, just answer this simple question:

Q: Which of these functions is NOT included in Action Replay Max?

**A: DVD Region X
B: Online updates
C: Anti-lock brakes**

If you're struggling, re-read the interview on these very pages and try again. When you think you know the answer, ring our Competition Hotline on:

**09064
701722**

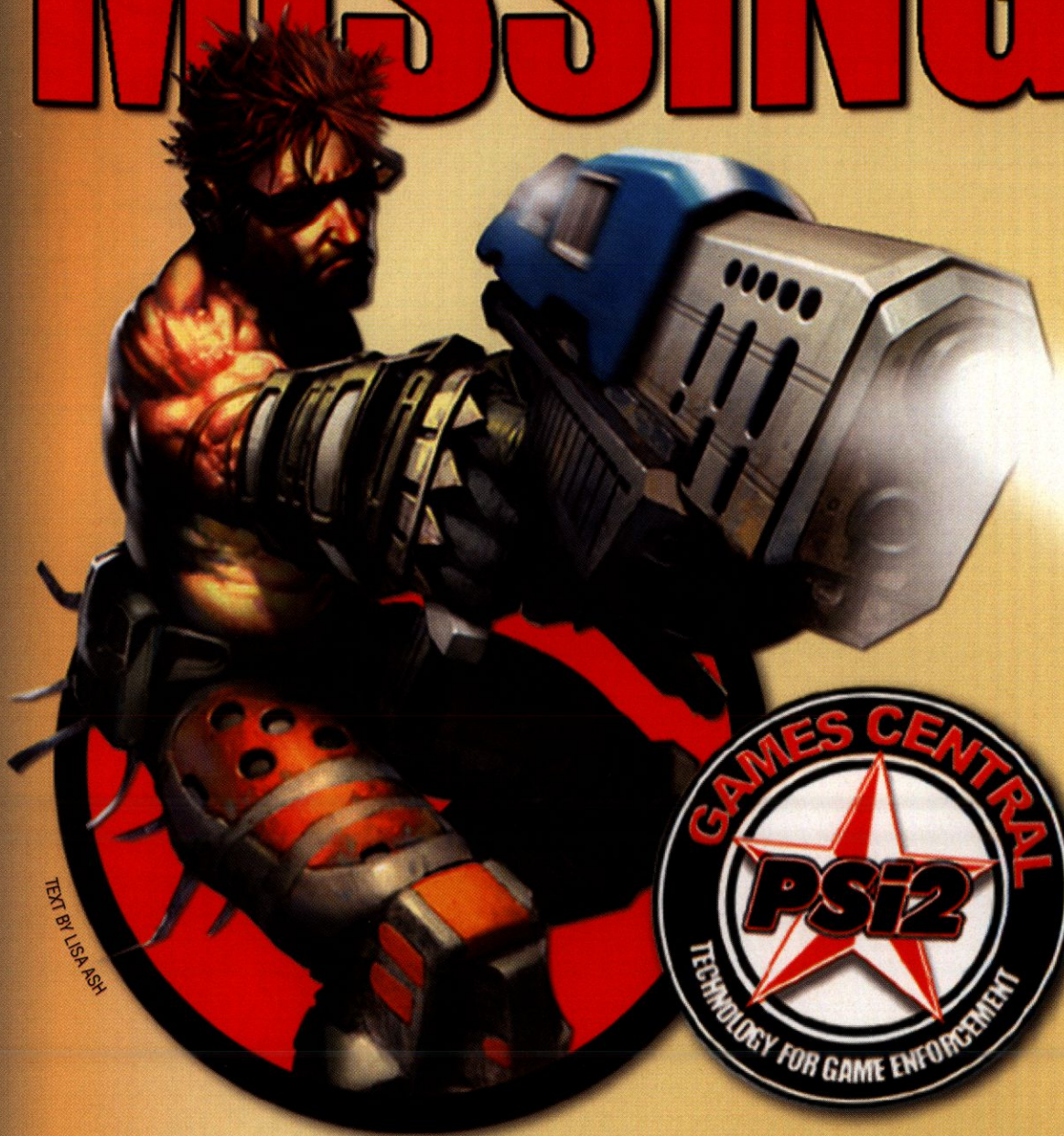
Terms and Conditions: calls cost 60p a minute. Lines open 24 hours a day. Competition open to UK residents only. Competition closes midnight 14th September

FOR MORE INFORMATION ON THE ACTION REPLAY MAX, CHECK OUT THE EXCLUSIVE FEATURE IN LAST ISSUE'S PS12 OR VISIT www.codejunkies.com...



Have You Seen This Game?

MISSING



CONTACT YOUR LOCAL MISSING GAMES UNIT

One major irritation for gamers is misplaced anticipation. Release dates can slip and slide around and some titles almost seem to disappear into oblivion. Meanwhile, you begin to wonder whether they ever existed in the first place. PSi2 dredges up old memories of familiar titles to find out exactly what happened to them and whether we can expect to see them over the coming months...

FALCONE: INTO THE MAELSTROM

Developer: Point Blank (in-house)

Publisher: Virgin/Interplay

Status: Lost in space

Remember this? Shooter *Falcone* promised to suck us into a black hole of space-based ship-to-ship and first-person combat. This comic-book action thriller about a bunch of space pirates was penned and designed by 2000AD talents Robbie Morrison and Jim Murray. When the first screens were floundered under our noses two years ago we began to get curious, but it seems those cashflow problems at Virgin/Interplay mean the project has now been canned. Ah well, there's always *Mace*.



ROBOCOP

Developer: Titus Studios Paris

Publisher: Avalon Interactive

Status: Back on active duty in October

We featured an exclusive hands-on with this cyborg super-cop game way back in Issue 22. Then problems at Virgin ensued, and the already two-year-long project was put on hold. I suppose we should be thankful this remains part of Avalon's PS2 line-up. We're just waiting on the word from the newbie distributor, and expect review code for next issue. We won't hold our breath, though.



GALLEON: ISLANDS OF MYSTERY

Developer: Confounding Factor

Publisher: Avalon Interactive

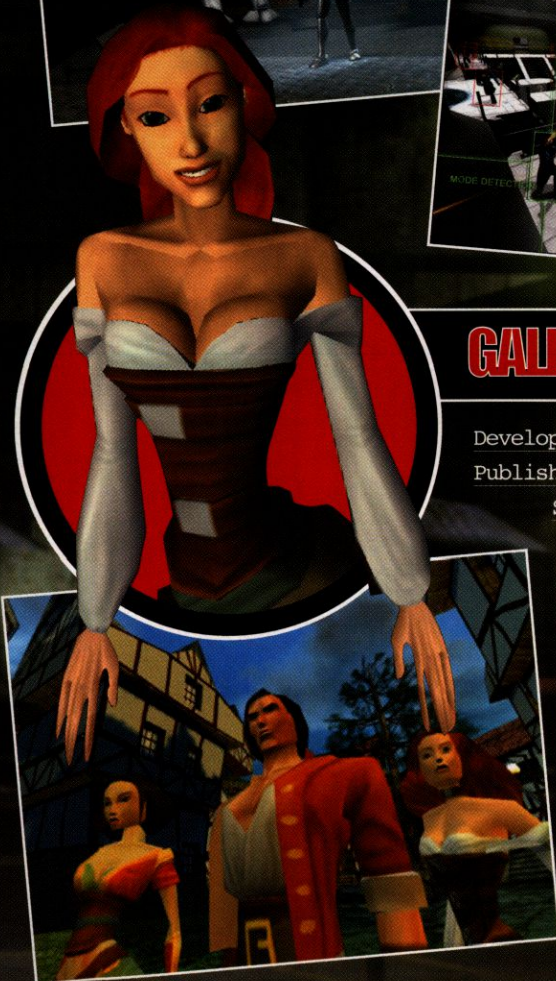
Status: Lost at sea

This maritime adventure, developed by a team headed up by Lara's creator Toby Gard, has been (ahem) lost at sea since 2001. Development on all three formats was at a standstill until a publisher cash-crisis was resolved. PC and Xbox versions are destined for release at the end of this year, but the PS2 game is cancelled. So we'll never get the chance to beat our chest as Captain Rhama Sabrier. Ah well, it was a mouldy old cliché anyway.



What's in a Name?

Virgin Interactive is now no more. French publisher (and parent company) Titus has re-branded its distribution arm Avalon Interactive. After over a year of being plagued with money worries, an arrangement has been made for Virgin's debts to be paid off, leaving enough financial breathing space for the release of upcoming titles. This is good news for the gamer, as we can finally make up our minds about those previously indefinitely-delayed titles. Oh, and good news for the developers, as they finally get paid.



WORLD SPORTS CARS

Developer: West Racing
Publisher: Empire Interactive
Status: Crashed and rebuilt

This racing title was due back in 2001. It eventually morphed into last year's *Total Immersion Racing*.



EXO

Developer: Particle Systems
Publisher: Infogrames
Status: Exterminated

A squad-based first-person shooter set in a Manga-inspired futuristic city, awash with robot warriors. After experiencing technical problems working on PS2, the development schedule slipped and Infogrames decided to can it and move on to less risky projects. It was almost finished too. Particle Systems has since been bought out by PSone *Harry Potter* developer Argonaut.



MALICE

Developer: Argonaut
Publisher: Vivendi
Status: Hammered

Speaking of Argonaut (see *Exo*, above) Vivendi recently canned *Malice*, Argonaut's tale of a redheaded female wild child with a mallet. Three years in development and a chequered history, which started with the game being an Xbox-exclusive, now means nothing.



TITANIUM ANGELS

Developer: Mobius
Publisher: SCI
Status: Hovering

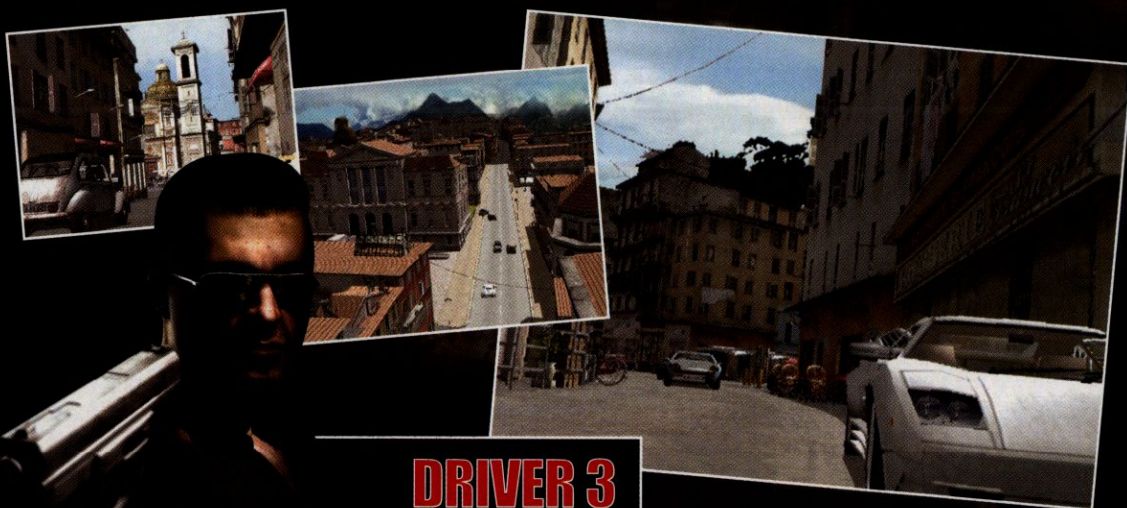
This future-world action adventure, headed up by redheaded bounty hunter Carmen Blake, has been hanging around since the PS2's early days. We know that Mobius has been working on the title and when asked for a comment, SCI said it 'had nothing to reveal at present'. So it's still alive, then.



DRAGONS LAIR 3D

Developer: Dragonstone
Publisher: THQ
Status: Teetering on the edge

Platform adventure playing as Dirk the Daring in this old-school remake of the coin-op classic. We should really be hands-on with the review code by now, but THQ tells us the title is temporarily on hold for the moment.



DRIVER 3

Developer: Reflections Interactive
Publisher: Atari/Infogrames
Status: Stuck in traffic

We'd been looking forward to monkeying around with this over the summer, but now we have to wait 'til springtime. As we reported back in Issue 32, Reflections insisted on a few extra months to achieve more from the game's 'ambitious design document'. That old chestnut again. We wanted to talk to Reflections for this feature, but the fellas declined for now, meaning they must be grafting away right now to make this title better.



GOOD COP, BAD COP

Developer: Revolution
Publisher: TBC
Status: Suspended on full pay

A God game with an unusual slant, *Good Cop, Bad Cop* is designed to play on the gamer's emotions, treading a path of revenge or justice as tough cop Ben Kellmen. First scheduled for completion in the second half of 2002. Revolution is currently concentrating all its efforts on this autumn's release *Broken Sword: the Sleeping Dragon* (both games share the same technology).



BLACK & WHITE

Developer: Lionhead
Publisher: Lionhead
Status: The existence of these gods is unproven



This was the saga of 2001. Would it ever come to PSone, never mind the PS2? After attending several press events in the build up to release, the short answer would be a decisive 'no'. The conversion from the PC proved problematic for now-defunct developer Krisalis. When trying to find out exactly what went on, we received a resounding 'no comment' from the then-publisher Midas Interactive. Meanwhile, the series' original developer Lionhead Studios tells us that 'work is progressing slowly' on *Black & White: Next Generation* for PS2.

Developer Insight

How far away, exactly, is *Good Cop, Bad Cop*? Our Revolution spokesperson had this to say: "Good Cop Bad Cop has very much taken a back seat at Revolution. The team was shifted across to *Broken Sword* as soon as it was decided the game would be out this year. However, it's an idea Revolution is keen to develop, and will be looking at 're-starting' once *Broken Sword* is out of the way".



STARCRAFT GHOST

Developer: Blizzard Entertainment

Publisher: Vivendi Universal Games

Status: Still on track

Despite the heavy rumours that this title is now going to be Xbox-only, we've been reliably informed this is not the case and next-gen *Starcraft* is still destined for PS2. However, three high-profile members of the dev team have recently quit (including Bill Roper, who we interviewed back in Issue 30), allegedly in part due to creative differences with the publisher. With these recent upheavals at Blizzard (in total, four senior staff left), we guess we should look at a release next Christmas rather than next spring.



REVOLUTION



FEAR EFFECT: INFERNO

Developer: Kronos Digital Entertainment

Publisher: Eidos

Status: Having a lie-down

It was signed up, confirmed and a trailer was shown at last year's E3, but *Fear Effect: Inferno* wasn't shown at this year's event. The much-hyped reawakening of lipstick lesbians Hana Tsu-Vachel and Rain Qin has gone a bit quiet of late, and sources at Eidos have confirmed that the game is 'on hold for the current time'. Calm down, boys. We're sure you'll see them again. It doesn't mean it's *never* going to come out.



FOUR HORSEMEN OF THE APOCALYPSE

Developer: 3DO

Publisher: 3DO

Status: In limbo

This game was 3DO's last bid to restore semi-credibility after inflicting those shite green *Army Men* upon us for years. Now it seems one of the Horsemen has visited them early, because the company received its Death-blow back in June, being forced into bankruptcy after failing to churn out even one respectable game. Originally destined for an autumn release, *Four Horsemen* had 2000AD's Simon Bisley as chief ghoul designer, and some of the screens we saw looked nicely macabre. Now consigned to videogame wasteland, its only hope of resurfacing will be in the sale of the publishing rights. Don't hold your breath.



If Only?

Sometimes you wonder how certain games ever get to see the light of day when they should just scuttle in the corner with the old rubbish and dog turds. The following are prime examples of games past, present and future that should have gone AWOL...Viva Rock Vegas...Dark Angel Vampire Apocalypse...Frogger: The Great Quest...Salt Lake 2002...The Fast and the Furious...Driven...Arctic Thunder...Jonny Moseley Mad Trix...The Legend of Alon D'ar...Antz Extreme Racing...The Shadow of Zorro...Masters of the Universe He-Man: Defender of Grayskull...Simpsons Skateboarding...anything with the words 'Army' and 'Men' in the title.

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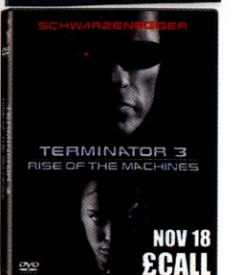
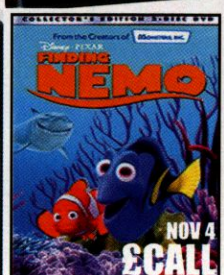
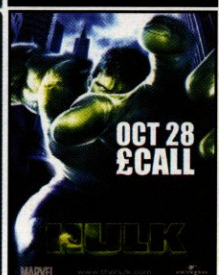
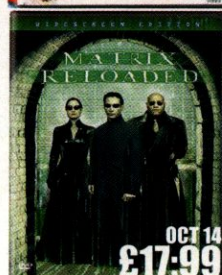
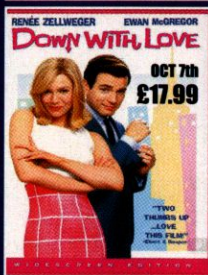
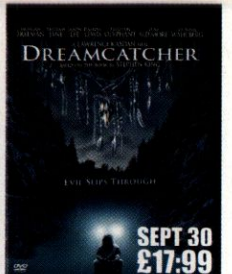
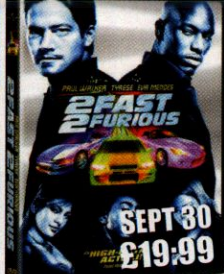
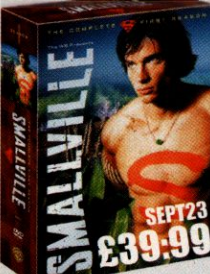
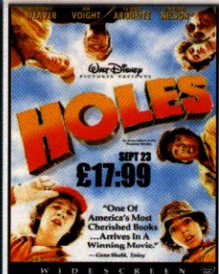
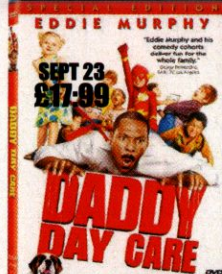
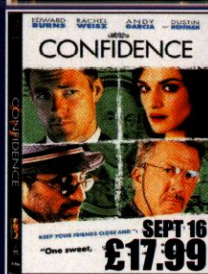
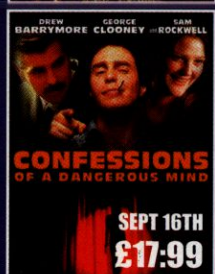
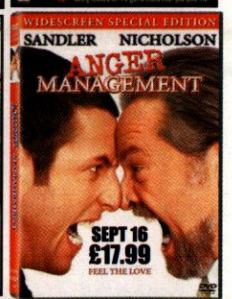
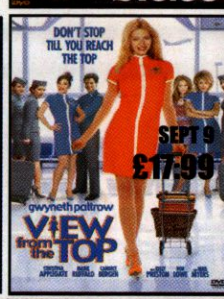
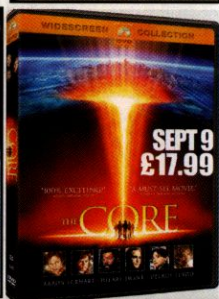
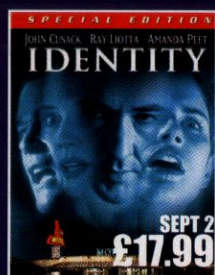
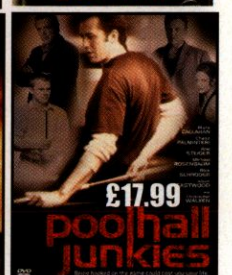
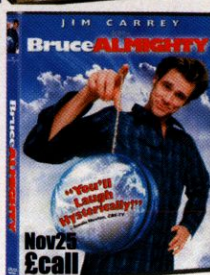
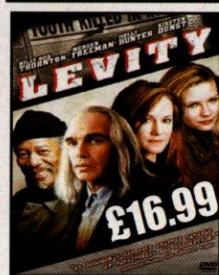
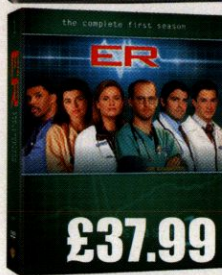
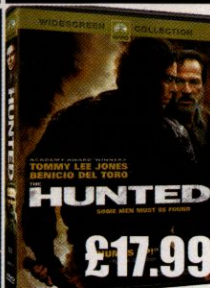
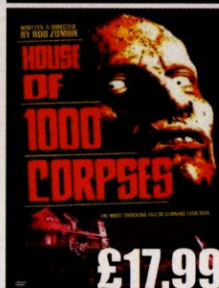
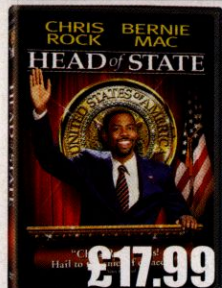
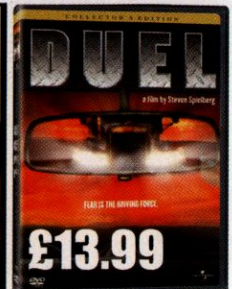
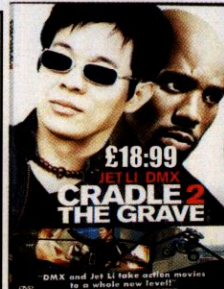
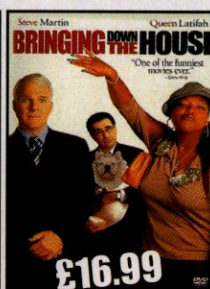
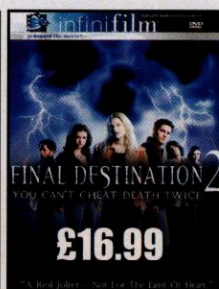
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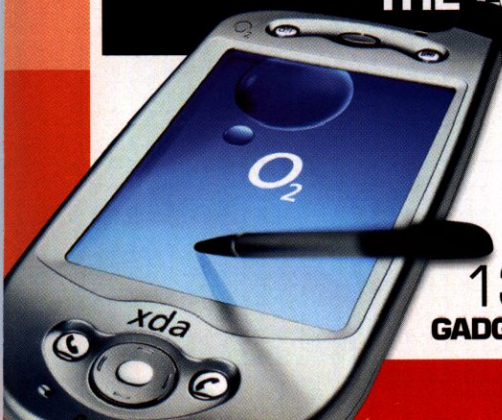


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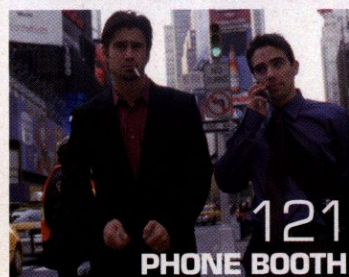
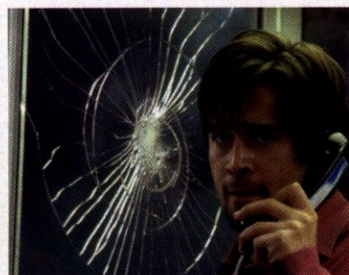
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THE TWO TOWERS**



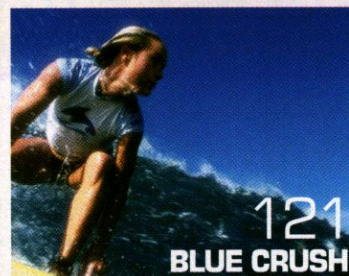
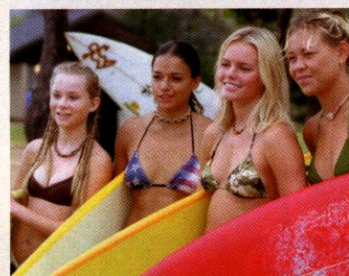
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ANALYZE THAT



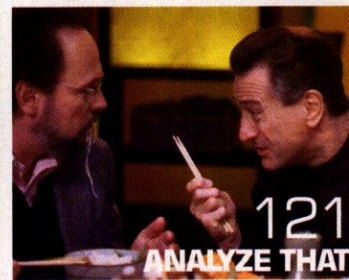
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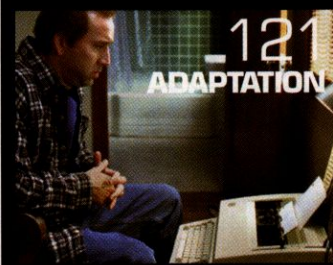
Life's boring, so why not waste the rent money on the latest must-have boy toys? All the best gear reviewed here.



123
24: SEASON 2

PAGE 132: GAME GEAR

Don't just stop at a joystick and a PS2, add all kinds of weird and wonderful gaming guff to your beloved games beast.



121
ADAPTATION



The remains of the fellowship are startled by the return of an old friend.

WOW MOMENT!

The moment where the true numbers of the Uruk-Hai army are revealed. Ten thousand orc soldiers shake Middle Earth on their way to eliminate the humans at Helm's Deep.



10,000 Uruk-Hai head for Helms Deep

WHAT'S GOOD:

- A 30-minute battle for Helms Deep.
- Gollum. Forget Yoda, this is CGI at it's best.
- Gandalf returns to kick Uruk-Hai ass.

WHAT'S BAD:

- It has to end with Return of the King, or does it?



THE LORD OF THE RINGS: THE TWO TOWERS (2002)

Out: Buy from: 25th August • Cert: 12, New Line Cinema/Entertainment In Video • Price: DVD £24.99 RRP



MOVIE SCORING SYSTEM

★★★★★

= **Brilliant:** An utterly unmissable film.

★★★★

= **Good:** We recommend it if you're interested.

★★★

= **Satisfying:** A good example of the genre.

★★

= **Stinker:** Not worth a look unless your genuinely interested. Pretty bad really.

★

= **Avoid:** They torture people with it...honest.

Extras are judged on their own merit. Aside of the feature.



Q uite possibly the most anticipated DVD of the year is finally upon us. But can this top the original's epic DVD release?

As around 10,000 Uruk-Hai line up to destroy the last of the humans at Helm's Deep in the climatic moments of The Two Towers, your heart leaps, a tear forms at the corner of your eye and you dribble uncontrollably. This is movie magic at it's very best. Director Peter Jackson has figured out how to bring Tolkien's fantasy trilogy to the screen, making it as enjoyable for brand-new initiates as for dedicated fans of the books.

This second chapter in the epic story sees the Fellowship of the Ring disbanded. Gandalf the Grey (Sir Ian McKellen) is left for dead, Boromir is killed, and Sam and Frodo have fled the group to avoid the Ring falling into the wrong hands. Meanwhile, Aragorn (Viggo Mortensen),

the Elf archer Legolas (Orlando Bloom) and Gimli the Dwarf (John Rhys-Davies) go after the Uruk-Hai who've kidnapped hobbits Merry (Dominic Monaghan) and Pippin (Billy Boyd). Although divided, their quest is one and the

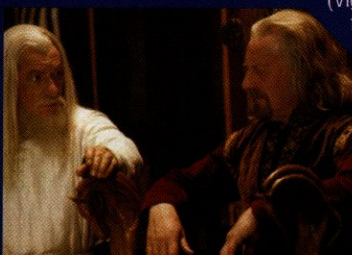
same; to prevent the evil entity Sauron from conquering Middle Earth. Sam and Frodo team up with a superb CGI-created Gollum (Andy Serkis), a 500-year-old Hobbit corrupted by the Ring's power. They journey on to Mount doom to destroy the ring while Aragorn, Legolas and Gimli meet an old friend and journey to Helm's Deep to defend it against a massive Uruk-hai army. Meanwhile, Merry and Pippin flee their captors and seek out some unique allies to attack the evil wizard Saruman (Christopher Lee). The Two Towers suffers from 'middle-chapter syndrome', with no real beginning or end (which is true of the book). The trick here is to keep you in the moment, instead of looking ahead or back, and with superb action-packed sequences Jackson achieves this.

In nearly every way that counts, The Two Towers is The Fellowship of the Ring's equal. In terms of tone, pacing, character development, plot advancement and visual splendor, there's no drop-off. This two-disc set comes packed with tons of extras that go deep into the making of the movie, and look ahead at the final part of the trilogy.

EXTRAS: Two in-depth programmes that reveal the secrets behind the production. Eight featurettes. Ten-minute behind-the-scenes preview of Return of the King. 'Gollum Song' music video. Short film by Sean Astin, 'The Long and Short of It' + behind-the-scenes 'making of'. Preview of EA game, The Return of the King. An inside look at the Special Extended DVD Edition of The Two Towers. DVD-ROM Content - Exclusive online content.

FEATURE: ★★★★★

EXTRAS: ★★★★★



Y'know, the captain in Titanic?...Eh?

PHONE BOOTH (2002)

Out: Now to rent/buy • Cert: 15, Twentieth Century Fox Home Ent. • Price: DVD £19.99 RRP



Colin Farrell plays Stu Shepard, a self-centred New York City media consultant who picks up a ringing pay phone and finds himself locked inside a nightmare situation. On the phone is a voice he doesn't know, but the caller knows plenty about him. He knows Stu's cheating on his wife with a beautiful young actress, topping off a list of bad stuff this guy hates about him.

For this reason, the caller tells Stu if he tries to leave the booth he'll kill him with a sniper rifle, trained on his head as he speaks. Stu tries to out-wit his captor, with little success.

Phone Booth is typical Hollywood high-concept, meaning you can boil the whole movie down into one sentence. 'Man stuck in phone booth is hijacked by sniper.' But this one is clever, fast, and during its first 70 minutes or so, highly engaging. Despite his annoying 'it' status, Farrell actually has some acting chops and seems to delight in playing shady characters on the verge of collapse (a little case of art imitating life?), and Schumacher seems to be having fun under the pressure of the compacted shoot. Utilising visual tricks such as split-screen and picture-in-picture, at first we think he's just being gimmicky, but then we realise that by staging the action simultaneously, it heightens the tension instead of deflating it by cross-cutting.

Despite the dull wrap-up and a pseudo-dark closing moments that feels more like a set-up for a sequel than a true nod to the gritty thrillers of the '70s it tries to mimic, Phone Booth is still a fine Saturday night diversion. It's worth a rent, and given the slim 81-minute run time, you might even fit in another film for the evening.

Extras: There's a audio Commentary by Director Joel Schumacher and a decent featurette: 'The Making of Phone Booth'.

FEATURE: ★★★★★ EXTRAS: ★★☆☆

ADAPTATION (2001)

Out: Now • Cert: 15 • Price: £19.99 RRP

Charles Kaufman (Nick Cage) is an experienced screenwriter given the job of adapting a novel by Susan Orlean (Meryl Streep) called 'The Orchid Thief'. Kaufman has trouble adapting it and decides to write his own screenplay about writing the adaptation. Now, here's where things start to get complicated. The movie Charlie's attempting to write is actually the one we're watching unfold on screen – which (stay with me) is written by the real-life Charles Kaufman. Cage provides the performance of a lifetime, while both Streep and Cooper are perfectly cast as a mismatched couple. Funny, clever, moving and surreal. Adaptation is an enjoyable watch.

Extras: No announced DVD extras at the time of going to press.

FEATURE: ★★★★★



C'mon, give me an arm wrestle, eh?

ANALYZE THAT (2002)

Out: 21st July • Cert: PG • £19.99

Once upon a time, in America Robert De Niro's presence in any movie was an official stamp of quality. These days, this movie icon seems to have moulded into a caricature of his former self. Incomprehensible mumbling, gurning and shrugging are meant to amuse us here. This latest of several bafflingly-badly-chosen comedy roles, sees him reprising his role as Paul Vitti, a Mafia man we first saw in the equally-appalling Analyze This (1999). Here Vitti escapes prison by feigning mental illness, and goes into the care of shrink Ben Sobel (Billy Crystal). Utter shite. Avoid.

Extras: Commentary by director, game, the making of. Not much to do after your sides have been well and truly split by two hours of comedy genius...not.

FEATURE: ★ EXTRAS: ★



"You'll do a third one or so help me."

BLUE CRUSH (2002)

Out: Now • Cert: 12 • Price: £19.99

A huge competition is on the horizon, and Anne (Kate Bosworth) has a shot at moving into the professional circuit. However, her doubts over her abilities and a tentative relationship are the only hurdles in her way. So she trains, with the help of Eden (Michelle Rodriguez), to help her get up to scratch. Throw in a number of superbly-shot surf sequences, a semi-psycho love story and some very small bikinis, and you've got a pretty decent movie. You find yourself rooting for the main characters and gasping at some truly impressive surfing sequences.

Extras: Commentaries, various features riding the waves feature, music video, deleted scenes, cast & film-maker biographies and ROM content.

FEATURE: ★★★★★ EXTRAS: ★★★★★



If you pause and zoom in...eh, sorry

BALLISTIC: ECKS VS SEVER (2002)

Out: Now • Cert: 15 • Price: £19.99

Ecks (Banderas), an FBI agent, realises he must join with his lifelong enemy, Agent Sever (Lucy Liu), a rogue agent, in order to defeat a common enemy. That enemy has developed a micro-device that can be injected into victims in order to kill them at will. An interesting enough plot for an action movie you'd think, but instead of focusing on the micro-device, the story encircles the Ecks character and his search for his missing wife. Sadly, that's just not enough to hold our attention for the duration. First-time director Wych Kaosayananda is clearly lacking the skill to develop a plot with any restraint, instead relying on pyrotechnics every five seconds. Mediocre at best.

Extras: Only a making of feature!

FEATURE: ★★ EXTRAS: ★



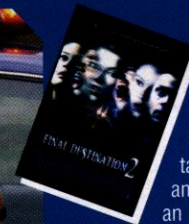
After the film he went to see his agent

FINAL DESTINATION 2 (2002)

Out: Now • Cert: 15, Entertainment in Video • Price: Rental only.



"Arrrgggghhhh...an inferior sequel!"



The original Final Destination came in on the tail end of a horror resurgence brought about by the Scream films. The original tapped into a fear of flying and used that fear to create an intriguing story about a group who avoid death only to find it coming after them to finish the job. The sequel holds true to two elements of its predecessor. There's

plenty of bloody awful and shocking death scenes in this one, and there's lots of parody to match what has gone before. The story continues one year after the tragic crash of Flight 180 and the strange, all-too-coincidental deaths of a group of survivors. Kimberly Corman (AJ Cook), another young 'un, manages to prevent the deaths of several of her friends when a premonition of a terrible accident stops her going on the highway. Parallels between the two eerily-coincidental brushes with death are drawn early on. However, it's only after this new group begins to die bizarre deaths that the survivors seek help from Clear Rivers (Ali Larter) – the only survivor from the first film.

With Clear's advice, they begin to interpret the signs that will help them avoid a premature death. Clear's experiences from the first film help take this follow-up through its paces, but some of the connections drawn between the original and the sequel feel a bit forced. Apart from a bit of tension between Rivers and the new group, the plot doesn't get too complicated and ends up relying on twists/scars to keep you watching. The best moments are the suspense-filled death scenes, silly and bloody. It's not a patch on its predecessor, but still holds up as a moderately entertaining horror flick.

Extras: Rental Only at this stage, with no extras.



FEATURE: ★★★★★

THE RING

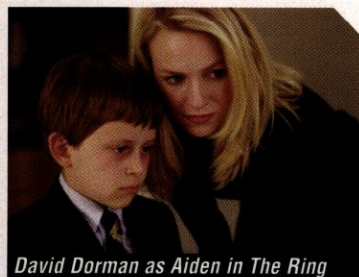
Out: 1st September • Cert: 15, Dreamworks • Price: £19.99 RRP



This remake of international box office horror hit RINGU begins as just another urban legend – talk of a videotape that causes anyone who watches it to die seven days later. But when four teens all die exactly one week after seeing the tape, investigative reporter Rachel Keller (Naomi Watts) tracks down the video. At first, all the information coming at her about the videotape seems ridiculously implausible, nothing more than teenage gossip. But then she finds it and decides to watch it. Dark and mysterious images imply an answer to the unknown, and as it ends, the phone rings. 'Seven days' is all that's heard on the end of the line. After a series of coincidences, Sarah then realises the myth might be true, leaving her and her son only seven days to unravel the mystery of The Ring.

It would be too easy to say the original Japanese version was superior, although in terms of horrific content it's a more horrifying watch. However, the US remake should be applauded

for not utterly ham-fisting the hit movie in its Western transfer. It's tightly paced by director Gore Verbinski (The Mexican, Mousehunt) and well acted by newcomer Naomi Watts. Plus it's worth watching out for the young,



David Dorman as Aiden in The Ring



talented David Dorman, who plays Rachel Keller's young son.

In a Hollywood flooded with crap horror that keeps it just mild enough to appeal to a wider age range, this is refreshingly terrifying surprise. The Ring is original, nail-biting and utterly terrifying. Grab a pillow!

Extras: There's a 15-minute experimental short film by the director. Those brave enough can access 'Don't Watch This' – a feature which takes you through the characters' thoughts and lives leading up to the seven day mark.

FEATURE: ★★★★★ **EXTRAS:** ★★★★★



In deep...Rachel (Naomi Watts)



Jordan and Gareth? These aren't what I wan...ergh!

JUST MARRIED

(2002)

Out: 18th August • Cert:12 • Price: £15.99

Sarah (Brittany Murphy) and Tom (Ashton Kutcher) who meet via a stray football. Soon they decide to get married, despite obvious objections from Sarah's parents and ex-boyfriend (Christian Kane). Despite this, they head off to Europe for a Honeymoon and here's where the trouble begins. Everything that can go wrong does, from a flawed attempt to join the mile high club to losing their hotel room. It's all very funny and surprisingly well paced. Kutcher and Murphy both play their respective roles with impeccable comedy timing. Funnier than you'd think.

Extras: Making-of feature, deleted scenes (with optional commentary) and Comedy Central: Reel Comedy. Not much, but enough to keep you happy.

FEATURE: ★★★ **EXTRAS:** ★★



HALF PAST DEAD

(2002)

Out: Now • Cert: 15 • Price: £19.99

You might be forgiven for thinking the title is meant to describe the state of Seagal's movie career. It seems Alcatraz is re-opening, and the first inmate scheduled for the electric chair has vital information on the whereabouts of the proceeds of his last crime. Cue a criminal commando (Morris Chestnut) who infiltrates the prison to find out where the \$200 million stash of gold is hidden. Seagal lumbers around slapping bad men as an undercover FBI agent, with irritating crapper Ja Rule on the side. Painfully bad.

Extras: A director's commentary, three deleted scenes, the making of Half Past Dead and promotional trailers, not bad for a dog of a film.

FEATURE: ★ **EXTRAS:** ★★



Talk about a rock and a hard place.

THE DEER HUNTER

TWO-DISC SPECIAL EDITION

Out: Now • Cert: 18 • Price: £19.99 RRP

Three men, steelworkers from Pennsylvania, whose lives are changed irrevocably in the tragic aftermath of the Vietnam War. When Michael (De Niro), Steven (Savage) and Nick (Walken) are captured by the Viet Cong, they're forced into a terrible scenario. The experience leaves them with physical and mental wounds. The film deals with their experiences in flashback during a deer-hunt. This highly emotional psychological thriller is superbly written and acted. An utterly essential purchase for any half-decent DVD collection.

Extras: This UK-exclusive DVD release is heaving with extras

FEATURE: ★★★★★ **EXTRAS:** ★★★★★



It was this or Ker-Plunk for the G.I.

THE TERMINATOR

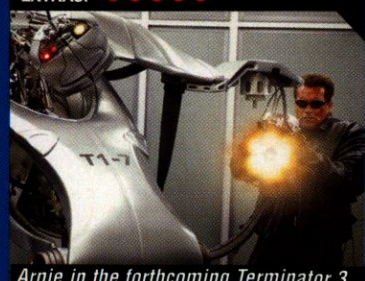
DVD COLLECTION BOX SET

Out: Now • Cert: 18 • Price: £29.99

Arnold Schwarzenegger's definitive role, a cyborg sent back in time to kill Sarah Connor. Sarah doesn't know it, but she's the mother the future leader of a human resistance against the machines who rule the Earth after a devastating nuclear war. After the explosive success of the original, a sequel came out in 1991, but this time John Connor in his early teens is the target. The advanced T-1000 is on the hunt whilst an inferior Terminator (Arnold) is reprogrammed and sent back to protect Connor. Two awesome films.

Extras: Four disc set packed with extra. Highlights include making-of features and deleted scenes.

FEATURE: ★★★★★ **EXTRAS:** ★★★★★



Arnold in the forthcoming Terminator 3

THE BEST OF BACKYARD WRESTLING 2 (2002)

Out: Now • Cert: 18 • Price: £15.99

Man has been to the moon, explored the ocean floor, created drive-thru and cloned a sheep. But that doesn't mean we don't enjoy watching stupid yanks hurt themselves in a number of different ways for money. Just see the success of Jackass. Here it's no-holds-barred bloodbath fighting and stupid stunts galore. 25ft high roof dives, barbed wire baseball bats, flaming chairs to the skull, dollar bills stapled to the forehead, serious carnage and some nasty injuries. If you fancy a go yourself, a PlayStation2 game is on the way. As for the DVD, it's really gutter entertainment at its best, or worst depending on your view.

Extras: Packed with previews, babes and extras footage

FEATURE: ★★
EXTRAS: ★★



The pinnacles of American culture

THE QUIET AMERICAN (2002)

Out: Now • Cert: 15 • Price: £19.99 RRP

Set in Saigon, Vietnam, in 1952 during the French Indochina war, this is an adaptation of the popular novel by Graham Greene. Michael Caine plays Thomas Fowler, a British journalist in Vietnam who has a jaded view of the political troubles going on around him. He makes friends with an American called Alden Pyle (Brendan Fraser) who falls in love with Fowler's mistress Phuong. Slowly Pyle's real purpose in the country is revealed. Both Caine and Fraser match up with two superb performances on a background of complicated politics and personal conflict.

Extras: Plenty to check out. Anatomy of a scene, feature commentaries from director and cast. Original featurette, book reviews and Vietnam feature.

FEATURE: ★★★★★ **EXTRAS:** ★★★★★



Hands up if you like the new Italian Job?

HUMAN NATURE (2001)

Out: Now • Cert: 15 • Price: £17.99

From a bright white room, Nathan Bronfman (Tim Robbins) recalls his recent past, becoming a behaviourist after a cruel childhood and teaching mice table manners. Then Lila (Patricia Arquette) who suffers from a hairy body, falls in love with Nathan and they discover Puff (Rhys Ifans) living wild in some local woods. Their aim is to discover what it means to be 'true to one's own nature'. Although not as interesting as previous efforts and a little dull in places, there are moments of comedy genius poking through, with decent performances all round; especially from the very watchable Rhys Ifans.

Extras: A director's commentary, a decent featurette that goes in depth and behind the scenes, and a whooping ten teaser trailers.

FEATURE: ★★ **EXTRAS:** ★★



Rhys stood out at 2003's Glastonbury

THIS BOY'S LIFE (1993)

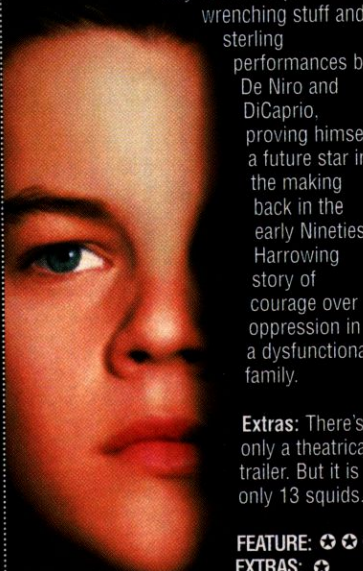
Out: Now • Cert: 15 • Price: £12.99

Early in his career Leo DiCaprio starred as Toby, young son to domestically abused Caroline (Ellen Barkin). The two flee to Seattle and Caroline meets a seemingly mild-mannered mechanic called Dwight (Robert De Niro). They date and end up marrying, but Dwight soon shows he's an even worse father figure/husband and they must escape. Heart-wrenching stuff and sterling

performances by De Niro and DiCaprio, proving himself a future star in the making back in the early Nineties. Harrowing story of courage over oppression in a dysfunctional family.

Extras: There's only a theatrical trailer. But it is only 13 squids.

FEATURE: ★★ ★★
EXTRAS: ★



TV 2 DVD

RECOMMENDED TV ON DVD THIS MONTH...

24 (TWENTY FOUR) - SEASON TWO BOX SET

Out: Now • Cert: 15 • Price: £39.95

The superb second season of this groundbreaking TV crime drama played out in real time released just as it finishes its run on BBC 2. Stars Kiefer Sutherland.



BOTTOM - SERIES 1

Out: Now • Cert: 15 • Price: £13.99

Six pungent episodes from those two pukey pervies Richard Richard and Eddie Hitler in the complete first series of their revolting BBC TV programme. Side splitting slapstick at its best.



DOCTOR WHO - EARTHSOCK

Out: Now • Cert: PG • Price: £16.99

A fateful landing on Earth in the 26th Century finds the Doctor dealing with a mystery surrounding the brutal murder of a group of geologists. Classic, albeit crappy, Dr. Who.



THE DUKES OF HAZZARD - VOL.2

Out: Now • Cert: PG • Price: DVD £10.99

Three 47-minute shows of the good old boys, never meaning any harm, just havin' some fun but breaking every fashion law since the day they were born. A cheap slice of TV heaven.



FARSCAPE BOX 20: SEASON FOUR VOLUME FIVE (TWO-DISC PACK)

Out: 25th Aug • Cert: PG • Price: DVD £19.99

The cult TV Sci-Fi series favourite is back for a fifth and final volume in its last voyage through the uncharted territories. Average if you ask me, but fans will lap up this two disc pack.



THE FAST SHOW - COMPLETE SERIES TWO

Out: Now • Cert: 12 • Price: DVD £13.99

Anyone who's enjoyed the BBC comedy classic will find this an essential purchase. Ooh, yes, indeed sir, do you want it? Do you sir? Do you slot it in your machine sire? Er, yeah.



FREDDY'S NIGHTMARES - VOL. TWO

Out: Now • Cert: 15 • Price: DVD £10.99

A second trilogy of stories from Elm Street hosted by its most infamous inhabitant Freddy Krueger. Another cheap and tacky taste of Freddy's doomed TV show.



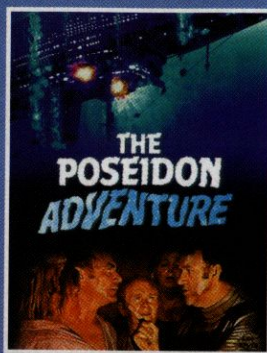
PLANET OF THE APES - THE TV SERIES ONE

Out: Now • Cert: PG • Price: DVD £19.99

The entire 14-episode TV series set after the events of the original movie which starred Chuck Heston. Starring Roddy McDowell.



ALSO OUT TO BUY...



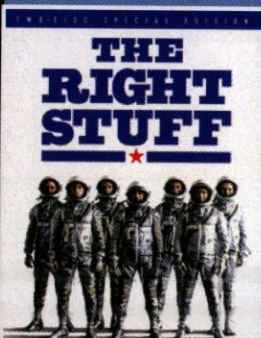
"It was you in Airwolf...right?"

The Poseidon Adventure, The Full Monty, When Saturday Comes, Rapid Fire, The Big Blue, My Life, Cocoon, The Blair Witch Project, The Cars that Ate Paris and That Thing You Do are all utter bargains, out now to buy (£5.99). For budding astronauts, there's the superb **The Right Stuff** (Out Now, £19.99). George is back in the Tarzanish comedy **George of the Jungle 2** (Out to rent 18th August). There's high octane Eastern action in **First Option** (Out Now, £16.99). For those sleuths in the family, there's a whole host of **Agatha Christie Murder Mystery** DVDs (£12.99 each), includes Murder on the Orient Express and many others. Plunge yourself back into your childhood with **Masters of the Universe** (Out now, £12.99) or settle back with Steven Spielberg's emotional, oscar-winning **The Colour Purple** (Out Now, £12.99). Expect

high-kicking fury with Jackie Chan in Hong Kong Legend's **Twinkle Twinkle Lucky Stars** (Out now, £16.99). WWE release

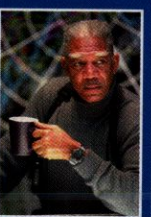
another round of DVDs (all out now) **Rey Misterio '619'** (£17.99), **Royal Rumble** (£19.99) and **Wrestlemania XIX** (£19.99). Or there's Jennifer Lopez in an early film role as Selena, based on a tragic true story (out now £12.99). Old-school TV fans might enjoy **The Sweeney** DVDs (£15.99 each, out now). See the lovely Rachel (the only reason I watched it) and those other twats whore themselves in their utterly crap S-Club

movie **Seeing Double** (Out now, £19.99). Stargate fans can enjoy **Stargate SG-1 Season Six: Vol 30** (Out now, £19.99). More back catalogue crap; lightweight comedy **Undercover Blues** (Out now £12.99), reasonably funny **The Couch Trip** (Out now £12.99), a duff Basic Instinct spoof **Fatal Instinct** (Out now £12.99). Better is the



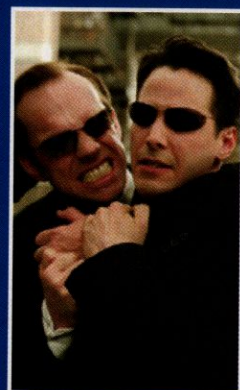
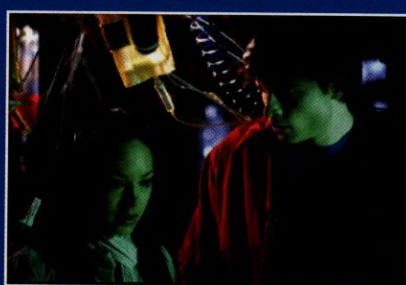
Classic...and cheap as space chips

gritty **Harley Davidson & The Marlboro Man** (Out now £12.99), the savage **At Close Range** with Christopher Walken and Sean Penn (Out now £12.99) and the underrated Tom Selleck flick **Quigley Down Under** (£12.99) sees Alan Rickman in evil mode. Last but not least, Antonio Banderas stars in Brian De Palma's **Femme Fatale**, (out 4th August, £15.99). Music DVDs out this month: **Iron Maiden: Visions of the Beast** (Out Now), **Morcheeba: From Brixton to Beijing** (Out Now, £19.99), **Live Forever** (Out now, £19.99) and **The Clash** (Out 25th August).



COMING SOON:

The Peter Kay Thing (15th Sept, £19.99) **Smallville: Season One** (22nd Sept, £49.99) **National Security** (22nd Sept, £19.99) **Dreamcatcher** (October TBC) **The Sopranos - Complete Season 4** (Oct, £49.99) **The Matrix Reloaded** (Oct 3rd, £19.99) **Shanghai Knights** (Oct 6th, £19.99) **The Adventures of Indiana Jones: Box set - four discs** (4th Nov, £39.99) **Lord of the Rings: The Two Towers - Extended Version - Special type cardboard Boxset** (18th Nov, £29.99). Ooh it's gonna be good!



NEAR DARK

(1987)

Out: 25th August • Cert: 18
• Price: (2-DISC) DVD £19.99 (£10.99 VHS)

Country boy Caleb Colton (Adrian Pasdar) falls for a pretty blonde Mae (Jenny Wright). But Mae is a vampire and nips Caleb in the height of passion. Caleb is then dragged unwillingly into Mae's 'family', beginning a bloody blazing trail of murder and mayhem. This late Eighties effort is shocking without showing a single fang. There's some top talent on show too. Bill Paxton (Titanic) and gravel face/voiced Lance Henriksen (Aliens) lead the way as the group's merciless vamps. Overshadowed by the success of The Lost Boys perhaps but still a classic vampire movie no DVD collecting horror fan should be without.

Extras: A packed double-disc set. Highlights include a 45-minute doc. Stills gallery and director commentary.

FEATURE: ★★★★★ EXTRAS: ★★★★★



The Mr. Frosty party went haywire

SWAMP THING

(1982)

Out: Now • Cert: 15 • Price: £17.99

Deep in America's darkest swampland, a brilliant scientist, Dr Holland (Ray Wise) and a government agent (Adrienne Barbeau) develop a secret formula that could change civilisation forever. But an evil fella named Arcane (Louis Jourdan) tries to steal the potion, resulting in our hero being infected and changed into a half human/half plant. Now Holland must use his powers to save the girl and stop Arcane. Written and directed by horror master Wes Craven (Scream, A Nightmare on Elm Street), this cheesy B-movie is a great way of wasting two hours away in superhero world. Fun, but Shakespeare it ain't.

Extras: Comes with a trailer and that is it unfortunately.

FEATURE: ★★ EXTRAS: ★



...you see the size of my roots, fnarf

THE ROOKIE

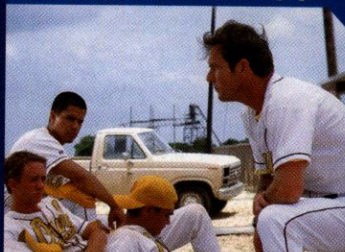
(2002)

Out: Now • Cert: U • Price: £19.99 RRP

Dennis Quaid is a great actor. I mean, has he ever done a bad movie? Think about it; apart from Jaws 3D in 1983, he's never done a major duffer (and I quite liked Jaws 3 anyway). Here he plays a real-life washed-up minor league pitcher called Jim Morris, who's career ended with a shoulder injury 12 years earlier. Instead he tries his hand at coaching, but the minor league team make him a deal; if they win the championship, they want Jim to try out for a major-league team. This heart-warming film is enjoyably feel-good, with some good performances all round from the kids and Quaid. Enjoyable kids' movie.

Extras: There's a director's commentary with Dennis Quaid. Plus deleted scenes. Not much.

FEATURE: ★★★★★ EXTRAS: ★★



Dennis reminisced about Jaws 3

SIMONE

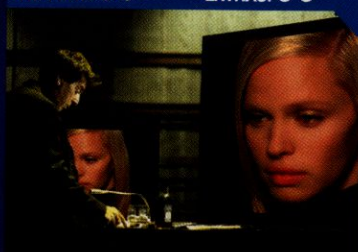
(2002)

Out: Now • Cert: PG • Price: £19.99

Viktor (Al Pacino), a failed Hollywood director, is close to wrapping a film, 'Sunset Sunrise', when his temperamental star walks off the film. The executive producer and his ex-wife (Catherine Keener) fires him. Then he discovers he's been left a gift by a bizarre man (Elias Koteas). The gift is a computer program that Viktor can use to create a digital superstar to finish his movie. Trouble is, the world believes she's real and he must keep the public from finding out the truth. Pacino deserves credit for carrying this fairly implausible story squarely on his shoulders, making an otherwise mediocre movie entertaining stuff.

Extras: Quite a bit. Deleted scenes, two pretty decent documentaries and some trailers complement the movie.

FEATURE: ★★ EXTRAS: ★★



"If I press this you'll get a moustache"

MOVIESMOVIESMOVIESMOVIES

New DVD releases this month

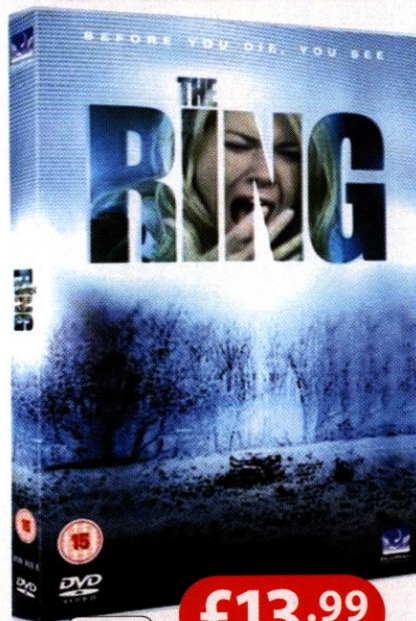


Stormin' Price

Out 26 Aug

£13.99

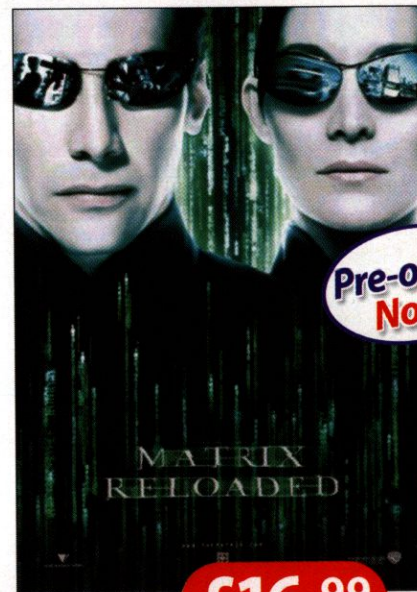
The Lord of the Rings: The Two Towers



Out 01 Sept

£13.99

The Ring



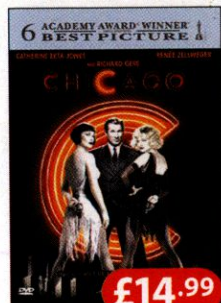
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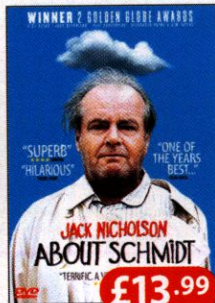
The Matrix Reloaded

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Chicago

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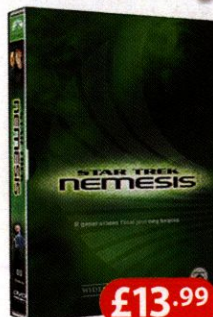
About Schmidt

£13.99



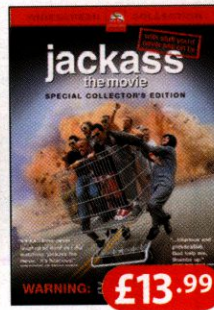
Johnny English

£13.99



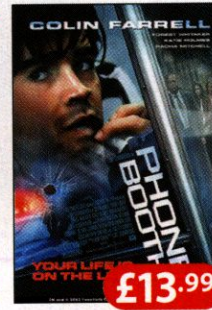
Star Trek: Nemesis

£13.99



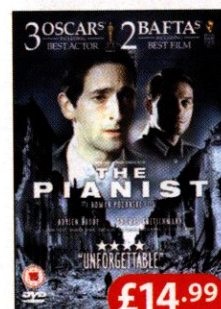
Jackass: The Movie

£13.99



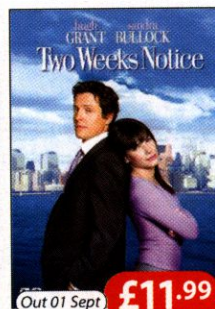
Phone Booth

£13.99



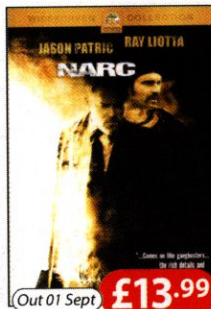
The Pianist

£14.99



Two Weeks Notice

£11.99



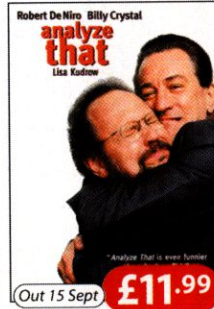
NARC

£13.99



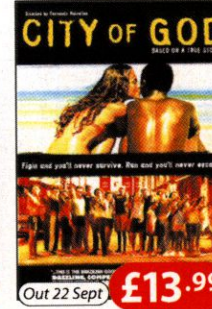
Maid in Manhattan

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Analyze That

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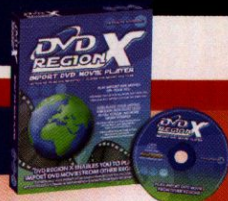
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ALSO OUT...

John Travolta must have thought another movie with Samuel L. Jackson would give his career yet another jab in the arm. Sadly, **Basic** is an uninteresting military career, and should remind both stars that they need to audition for the next available Tarantino movie. Happier news comes in the form of **Lost and Delirious**, a film we picked up recently that came out last year in Region One land. It stars Piper Perabo, of Coyote Ugly fame, in a really quite excellent lesbian love story. A hard watch at times, in every sense. Ahem.



If you've got an eye for the laydeez, you might also want to give a spin to **Empire Records** **Remix: The Special Fan Edition**. An early appearance from Liv Tyler is one of the highlights of an ultimately uneven, yet steadily entertaining ensemble piece. And keep an eye out too for the underrated, extended **Robin Hood: Prince of Thieves**. It's a smashing two-disc package that's heading for Region Two shortly as well.

Coming Soon...



Disney follows up its hit **Lilo & Stitch with Stitch! The Movie** (26th Aug).

Terror comes in the form of **The Fog** (Special Edition) (26th Aug). The world's favorite animated family get a third DVD box set with

The Simpsons - Season Three (26th Aug).

The highly acclaimed gangster film **Boyz in the Hood** (Two-Disc Anniversary Edition) is out 2nd Sept. Iffy wire work and scripting won't stop

Bulletproof Monk coming out Sept 9th. Another dire

Eddie Murphy movie is on the horizon in the form of

Daddy Day Care on sale Sept 23rd. Morgan

Freeman leads the scary

Alien invasion movie

Dreamcatcher (Sept 30th). For fans

of Luc Besson's assassin thriller, there's a

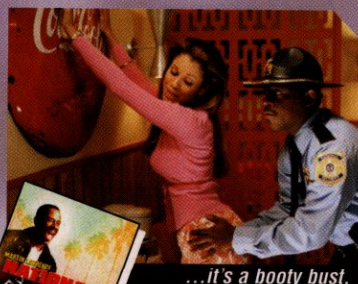
treat in store with **Leon - The Professional** (International version -

Superbit version) (9th Sept).



NATIONAL SECURITY

Out: Now • Cert: PG-13, Columbia • Price: DVD £contact: www.usdirectdvd.com



...it's a booty bust.

Disciples of the school of thought that Martin Lawrence has never even seen a good movie in his life, let alone been in one, aren't likely to be convinced by his latest. But if you haven't developed an aversion to the star yet, then **National Security** is actually a passable enough comedy. Along with co-star Steve Zahn, he's involved in some tepid plot about foiling criminals, and the pair generate enough laughs to warrant a rental. But nothing more.

Extras: A crappy director's commentary gets things off to a bad start, and they don't improve a great deal after that. The deleted scenes - save for the different ending - are worthless, and there's a music video in there too. Hardly special edition material.

FEATURE: ★★★ EXTRAS: ★★

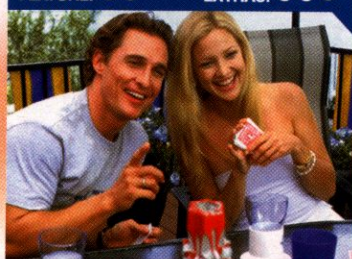
HOW TO LOSE A GUY IN 10 DAYS

Out: Now • Price: £16.99 USDIRECTDVD

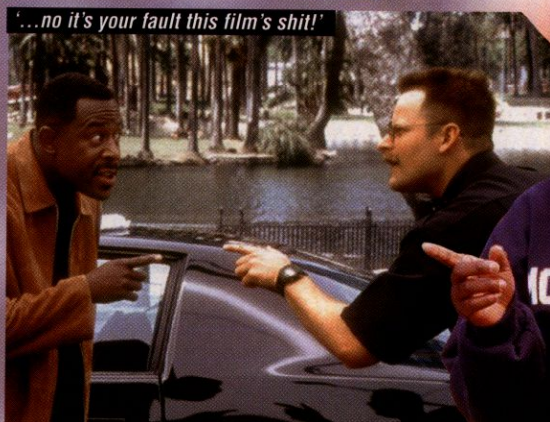
Americans, we have to conclude, either have little film taste or an unhealthy interest in Kate Hudson. We hope it's the latter that fired this tired rom-com over the magical \$100m mark at the American box office. Also starring Matthew McConaughey, the concept here is that Hudson reckons she can dump a bloke in ten days flat, whilst McConaughey bets he can win any girl over in the same time frame. Bets are tested, Laughs are few. Beers are needed.

Extras: Director Donald Petrie made the superior Sandra Bullock vehicle **Miss Congeniality**, and his commentary here is quite good. He also contributes a voiceover to the deleted scenes, and the disc is rounded out with the usual crappy press kit fodder. Still, not too bad a selection of extras.

FEATURE: ★★★ EXTRAS: ★★★



'Yeah, heh...what d'ya mean shit?'



'...no it's your fault this film's shit!'



Light my bum guff...BANG!

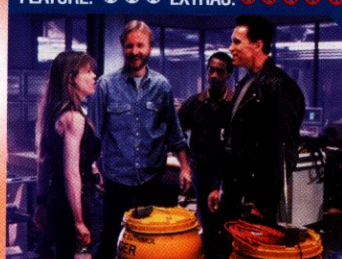
TERMINATOR 2: EXTREME EDITION

Out: Now • Price: £16.99 USDIRECTDVD

A third Region One release for James Cameron's sci-fi sequel, T2 still falls some way short of the innovations of the original, but on a sheer entertainment scale, it's hard to fault. Cameron has bailed out of the franchise for the recently-released T3, and for good reason. His two Terminator films easily eclipse the threequel.

Extras: The main attraction is Cameron's commentary track. Recorded especially for this release, and also featuring co-writer William Wisher, it's as good a track as you hoped for. That Artisan also include an excellent interactive track that points things out in the film as you go along is all the better. There are plenty of other features too, which help make the package one of the very best of the year.

FEATURE: ★★★ EXTRAS: ★★★★★



Jim and Arnie chuckled at Linda's tash

EQUILIBRIUM

Out: Now • Price: £16.99 USDIRECTDVD

Only available as a rental in the UK at the moment, **Equilibrium** is available now as a reasonably-good Region One release. The film at the heart of it clearly wants to be **The Matrix**, but it falls a long way short of its target. Still, on the bright side, as recent action movies go it's quite good fun. The plot is some tosh about bringing emotion back to human life in the future, but it's really a well-taken excuse for some elaborate action. That'll do us just fine.

Extras: Not a bad selection to choose from, with a couple of commentary tracks that strangely enough are both worth listening to. Some trailers for future releases also feature a look at Tarantino's upcoming **Kill Bill**, whilst there's a crap featurette thing too.

FEATURE: ★★★ EXTRAS: ★★★



Woh, I'm like totally like Keanu dude!

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"Software supplied with DVD Region X™ modifies the SCART output to support RGB, so you won't get that nasty green screen effect...at just £14.99 any PS2 owner would be daft not to get DVD Region X™."

Total DVD



Rating: ★★★★★

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LIZARD LOUNGER ARCADE TABLE

£2999.00

PSi2
8/10

Remember when your parents shuffled you off to the 'kid's room' in their smoke-filled local with a packet of Discos? Well, you might have ended up ploughing giant ten pence pieces into this hunk of retro fun to pass the time. The Lounge Lizard from Boy's Stuff is a perfect replica of the original arcade games tables of the Eighties, right down to the smoked-glass top. Okay, these retro games might not be quite as enthralling as you remember, but there's no doubt this is the ultimate boy's toy, essential for the ultimate bachelor pad.

PRICE: £2999.00
OUT: NOW
CONTACT: www.boysstuff.com

THE GAMES YOU GET...

- Capcom Coin-op Classics
- Street Fighter II
- Ghouls 'n' Ghosts
- Strider
- Mercs
- UN Squadron
- Commando
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- Side Arms
- Exed Exes
- Asteroids
- Missile Command
- Pong
- Centipede
- Millipede
- Battlezone
- Super Breakout
- Asteroids Deluxe
- Warlords
- Tempest
- Crystal Castles
- Gravitator



1



DOWNLOADABLE GAMES

To make it a little more interesting, the cabinet houses a high-spec PC which you can use to download games from the web. But don't panic if downloading games sounds a little like too much effort. Each table comes complete with two CDs featuring an incredible 24 classic games from the golden age of the arcade. Games include Streetfighter II, Strider and Pong. The Lounge Lizard is suitable for two-player use, with a screen-flip feature available on Missile Command, Tempest and Warlord (other games with this feature can be downloaded from the web).



THE ULTIMATE BOY TOY

Okay, it's pricey. For what they ask for it, you can buy yourself a pretty decent used car. But if you're minted, it's the ultimate treat. Boy's Stuff do a 'buy now, pay later' scheme, but you may want to shop around. Authentic tables (with less games/reliability) will probably cost less, but are bloody hard to find. However, the finish on this replication is unsurpassed, with a superb built-in PC. The ultimate boy's toy for the flush amongst us.

SOME STUFF
YOU DON'T NEED, BUT
REALLY SHOULD HAVE...

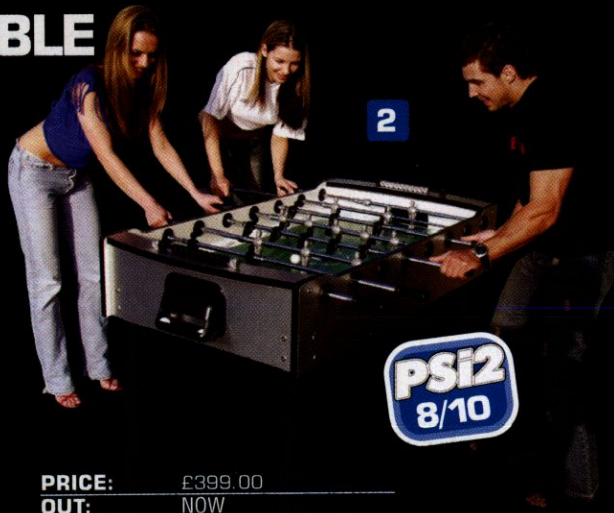
MORE TABLE TOP FUN...

TABLES AREN'T JUST FOR EATING. THEY'RE FOR PLAYING CARDS, ARM WRESTLING. HERE'S SOME MORE TABLES OF JOY TO...ER...ENJOY!

JOY FOOTBALL TABLE (METAL FINISH)

£399.00

There are some old, crappy footy tables out there. Cheap plastic piles of poo. So why pay out for crud when for a little more, you can get class? This black and silver aluminium-finish table looks ruddy marvellous, and plays pretty well too. It's strong enough to repel drunken late night world cup tournaments. There's a green laminated pitch for the authentic footie feel, and for those kick-happy ruffians, scratch-resistant legs for when things get a little frenzied. Obviously, this is an ideal addition to any cool bachelor pad, but would be just as at home in a pub or communal area. Slick, fun and reassuringly expensive.



PRICE: £399.00
OUT: NOW
CONTACT: www.boysstuff.com

CASINO 5 IN 1 GAMES TABLE

£375.00



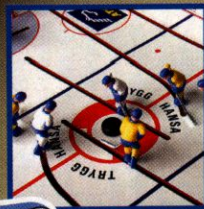
PRICE: £375.00
OUT: NOW
CONTACT: www.boysstuff.com

'Greed is good...greed works' said Michael Douglas in Wall Street. He was right, and if you love money, chances are you love winning it. This superb Casino Table from Boy's Stuff starts life in your lounge as an innocent coffee table. But when the coast is clear, flip off the top to reveal five superb games: Roulette, Blackjack, Chess, Chequers and Craps. Includes chips, cards, dice and all accessories needed. Gambler's paradise.

RED LINE HOCKEY GAME

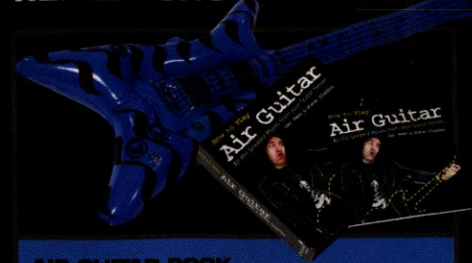
£59.95

Not got hundreds of pounds? Well, sixty notes buys you this awesome Ice Hockey game. Think table football, but on ice, with a puck and sticks. It's hugely addictive tabletop fun. It's reasonably compact, so you could sneak it into work for a lunchtime tournament. Fast and furious action with a big visible puck so you don't lose track of it. Cheap, but quality tabletop fun. Mates and beers not supplied.



PSI2
9/10

PRICE: £59.95
OUT: NOW
CONTACT: www.boysstuff.com



AIR GUITAR BOOK

£6.99 • iwantoneofthose.com

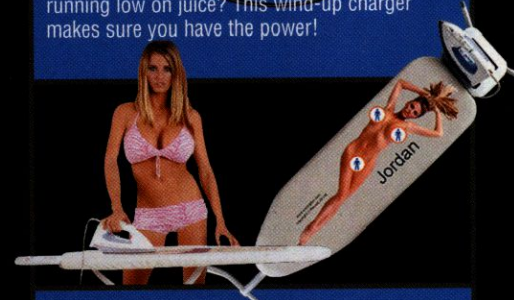
This step-by-step master class on how to become a rock god (in the bedroom mirror, at least). Complete with blow-up guitar. Yee haa.



WIND-UP CHARGER

£9.99 • www.iwantoneofthose.com

Stuck in the middle of nowhere with a mobile running low on juice? This wind-up charger makes sure you have the power!



JORDAN IRONING COVER

£14.95 • www.boysstuff.com

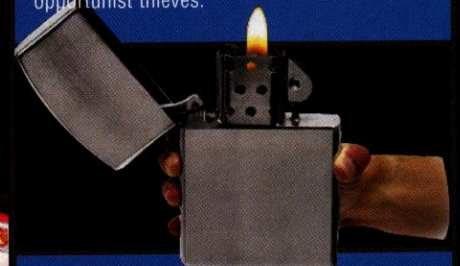
Chicks everywhere, get this to get you man ironing for hours. With just a little heat, your very own Jordan slowly loses her clothing to reveal all...phew!



MOBILE PHONE ALARM

£9.99 • iwantoneofthose.com

A mini-alarm that fits on your phone with a pin attached to your wrist. If it's pulled out (snatched), the unit's alarm goes off. Defeats opportunist thieves.



X-LARGE LIGHTER

£19.99 • iwantoneofthose.com

When someone asks you for a light, why not reach for this giant (17x11.5x4cm) lighter. Novelty never wears off - honest!

ARM YOURSELVES!!!

UNLEASH YOUR FURY ON PEOPLE WITHOUT FEAR OF IMPRISONMENT (PROBABLY). HERE'S OUR GUIDE TO THE VERY BEST 'FUN' WEAPONS...JUST DON'T POINT THEM AT BANK STAFF!



1

MP5 Pack

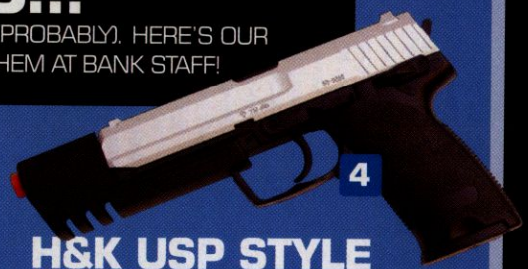
£39.95

If you're over 18 (that means mentally also), this MP5 can be a great way to unleash your pent-up rage. Combine this BB-shooting blaster with a BB Powa Pack (£19.95 - Boy's Stuff) and take out targets with over 120 rounds a minute. There's an authentic recoiling action too, and up to 25 metres of accurate shooting. It's only 30cms long and uses four AA batteries. The pack comes with paper targets and 2000 Powa BBs. One for adults only, though, and responsible adults at that - they bloody sting if you get hit.



PRICE: £39.95
OUT: NOW
CONTACT: www.boysstuff.com

PSi2
7/10



4

H&K USP STYLE (SILVER)

£29.95

Unlike Bond, Tomb-Raiding temptress Lara Croft prefers this hunk of a shooter. It shoots those little plastic BBs out as fast as you can load them. There's an authentic pistol grip, and magazine that holds up to ten BBs. Accurate to 50ft, each collector's piece comes complete with a mini-pack of 100 BBs and paper targets. Deadly, but in careful hands, very cool indeed.

PRICE: £24.95
OUT: NOW
CONTACT: www.boysstuff.com

PSi2
9/10

BLACK WIDOW CATAPULT

£13.95

Arachnophobics need not worry. This eyeball-popping catapult doesn't resemble the poisonous spider, but only shares its name. But this deadly weapon packs a mean punch like the eight-legged freak, and comes complete with wrist clamp for added accuracy. Ideal for taking out your neighbour's cat before it pees on your pansies again (only kidding, don't shoot living things or you'll end up in the nick). Thwack it!

PRICE: £13.95
OUT: NOW
CONTACT: www.boysstuff.com



6

PSi2
8/10

WALTHER P99 (BLACK)

£29.95

Another one for over 18s only. This Walther P99 collector's BB pistol is a detailed replica of Jim Bond's new sidearm. Loads, cocks and fires just like the real thing, except it's not capable of taking out Jaws, Blofeld or that other fella with the hat [Oddjob: Ed]. We don't recommend you take this one on a plane, to a bank, or to your office. Bloody cool for poncing about with in your bedroom, though. But only fire it at targets!

PSi2
8/10

2

PRICE: £29.95
OUT: NOW
CONTACT: www.boysstuff.com

PRO DIABLO CATAPULT

£29.95

With 30% more power than older models, plus a ventilated, pistol-style grip and detachable wrist brace, the Pro Diablo is one of the best slingshots available from any gadget-type site. Overgrown Bart Simpson types everywhere, rejoice! Comes with a free pack of 50 ball bearing catapult ammo. Lovely, if somewhat over-priced perhaps (it's a ruddy catapult, for gawd's sake).

PRICE: £29.95
OUT: NOW
CONTACT: www.boysstuff.com

PSi2
7/10

5



PSi2
9/10

7

NRG PAINTBALL

Around £20

The effect of shooting the Paint Gun is a bit like sneezing. When you pull the trigger, a snot-like substance shoots across the room, creating a hugely satisfying splat as it hits your victim. Well, not that satisfying for them, but hilarious for you.

PRICE: AROUND £20
OUT: NOW
CONTACT: www.boysstuff.com (£24.95)

RED DOT LASER SIGHT

£24.95

Gun nuts everywhere, lend me your ears. If you're shit at shooting but love wielding plastic guns, this might help. This laser sight attachment is practically as the real thing would be. Simply attach it to your Walther or MP5 for pinpoint accuracy. You can put the on/off switch near the handle for ease of use when shooting stuff (not cats!). Recreate that club scene in terminator with a tub of Gold as Sarah Connor. F*ck you asshole! BUDDA! BUDDA! BUDDA!

PSi2
9/10

3

PRICE: £24.95
OUT: NOW
CONTACT: www.boysstuff.com

STAR WARS LIGHT SABER

£124.95

Remember those crap light sabers you got when you were a kid, which were naff even in pitch blackness? Well this superb replica of the one used by Anakin in Star Wars: Episode II: Attack of the clones will banish bad memories of inferior toys. Beautifully crafted with die-cast metal, producing a strong glow, this super-lethal saber even makes the classic sounds when you wave it about. No need to go to Tashi to pick up power converters, this is much more fun.

8



PSi2
8/10

PRICE: £124.95
OUT: NOW
CONTACT: www.boysstuff.com



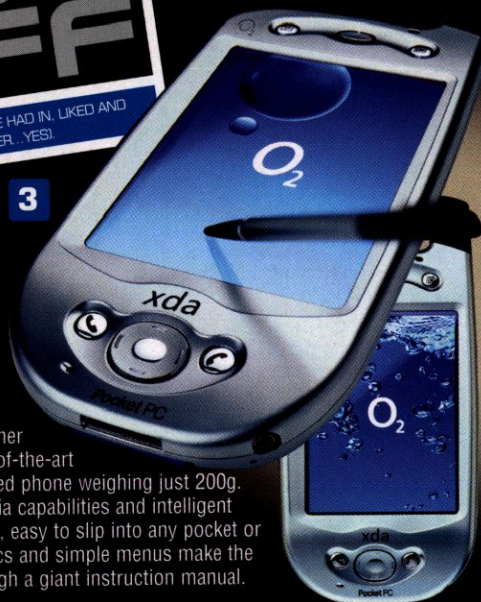
SHINY STUFF

NO THEMES HERE, JUST LOTS OF SHINY STUFF WE'VE HAD IN, LIKED AND NICKED FROM THE OFFICE (KIDDING, OR ARE WE?...ER...YES!)

O2 XDA

£189.99 to £399.99

O2's new integrated phone and PDA (personal digital assistant), is the first combined Pocket PC and GPRS (general packet radio service) device on the consumer market with a colour screen. This is state-of-the-art technology in a stunningly stylish PDA-sized phone weighing just 200g. There's an almost endless list of multimedia capabilities and intelligent features to check out. It's very easy to use, easy to slip into any pocket or bag and easy on the eye. Big, clear graphics and simple menus make the O2 XDA easy to use without reading through a giant instruction manual.



PSi2
9/10

FEATURES:

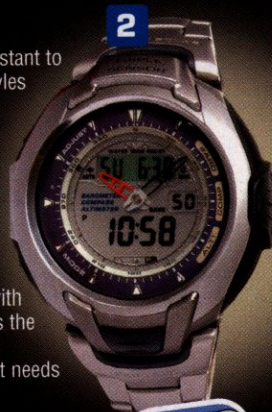
- PDA
- GPRS
- Voice recorder
- Internet Explorer
- Email, Word, Excel
- Intel 32-bit Processor
- 206MHz Proc. Speed
- Free 64MB MP3 Player with selected O2 tariffs

PRICE: £199.99
OUT: NOW
CONTACT: www.o2.co.uk

CASIO PRO TREK

£199.99

Casio's tough PRG-60 is water resistant to 100m and comes in a variety of styles and designs. Functions available include altimeter, barometer, thermometer, an automatic digital compass and a 1/100-second stopwatch. The model also encompasses Tough Solar, Casio's unique Solar Power technology. There's a large LCD and EL backlight, plus the model comes with a tough Titanium strap (but knocks the price up to £239.99). A tough little watch, with everything a sports nut needs to get through the daily grind.



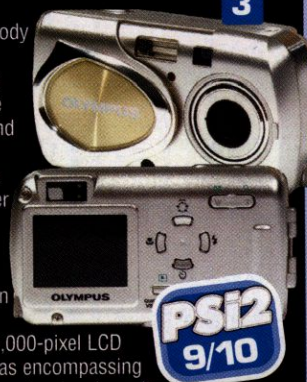
PSi2
8/10

PRICE: £199.99
OUT: NOW
CONTACT: www.casio.co.uk

OLYMPUS MJU DIGITAL

£349.99 (3MB) - £429.99 (4MB)

The first weatherproof metal-body digital cameras allow users to enjoy the camera whatever the weather. Both cameras use the new xD-Picture Card format and have a 3x optical zoom lens (equivalent to 35-105mm on a 35mm camera), giving the user the flexibility to get closer to the subject or draw back for the big picture. Both models have a rechargeable lithium-ion battery and re-charger. These cameras also have a 1.5", 134,000-pixel LCD monitor. Two awesome cameras encompassing hi-end technology to produce professional results in anyone's hands (unless you leave the lens cap on).



PSi2
9/10

PRICE: £349.99 (3MB) - £429.99 (4MB)
OUT: NOW
CONTACT: www.olympus.co.uk or call 0800 072 0070

SONY ERICSSON T610

Free to £149.99

The T610 offers everything the T68 series does, with the additional benefits of a new-look metal body, a bigger, brighter screen and a built-in camera. Plus, the GPRS download speed has been increased by 33%. The T610 supports downloadable games designed for both Java and the Mophun platforms. The T610 also features the unique Music DJ melody composer, for creating MIDI songs which can be used as ring signals. There's a standby time up to 13 days (315 hours) and talk time up to 14 hours. Sleek and sexy, with the latest features included.



PSi2
8/10

PRICE: FREE - £149.99
OUT: NOW
CONTACT: www.sonyericsson.co.uk/

DIGITAL AUDIO PLAYER (MP3)

£89.99

This corking little MP3 player gives you up to two hours of skip-free sonic excellence on the go. The 128MB onboard memory stores the equivalent of 88 floppies of data - big enough for around 30 of your favourite songs encoded at 128kbps, and great for large multimedia files or presentations. Designed to slot straight into the USB port on your PC or Mac, it uploads and downloads data or music with true plug & play convenience. For those with a creative bent, it even has a logo editor, so you can design some funky graphics or use a photo to display on the screen. Quality.



PSi2
9/10

PRICE: £89.99
OUT: NOW
CONTACT: www.iwantoneofthose.com

PLAYLIST

THE BEST OF THE LATEST TUNES TO CHECK OUT WHILE BLASTING AWAY ON PS2...

WHITE FLAG - DIDO - (ARISTA, OUT 1ST SEPTEMBER)

From her hugely anticipated album 'Life for Rent' (out Sept 29th) comes 'White Flag'. This feel-good track strikes many parallels with 'Here With Me' off the previous album, but her superb voice can't but help deliver. But don't be fooled; a mix of folk, pop, dance and hip-hop is promised for the forthcoming album.

Dido

STRAYS - JANE'S ADDICTION (PARLOPHONE, OUT NOW)

If the hit single 'Just Because' has introduced you to Jane's Addiction, there's plenty more to enjoy on this hotly-anticipated album. Highlights include the swirling 'Wrong Girl' and the frenetic drumming on the title track 'Strays'. Good stuff.



SUMMER ANTHEMS 2003 - DAVE PEARCE (MOS, OUT NOW)

A superb double-disc set of summer 2003 dance anthems blended by Dave Pearce. A nice mix of old, new and unfamiliar tracks make for two discs of fresh bargin' toons. Highlight tracks include chart-topping Benny Benassi's 'Satisfaction' and 'Sunlight' by DJ Sammy. Quality.

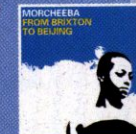


FINAL STRAW - SNOW PATROL (POLYDOR/BLACK LION, OUT NOW)

This all-Irish band based in Glasgow releases its third album, making the jump from being promising to real contenders. There's a great contrast between tracks. 'How to be Dead' is mellow against the heavier second track. Then it's up and down, but an overall triumph for never going too far either way. Good.

PARTS OF THE PROCESS - MORCHEEBA (WARNER MUSIC, OUT NOW)

For anyone who's ever thought about buying a Morcheeba album but never got around to it, this makes a perfect gift. 'Parts of the Process' combines the best of their various hits to create a sublime chilled-out CD. Highlight tracks are the relaxing 'The Sea', the superb 'Part of the process' and the infectious classic 'Trigger Hippie'.



GAME GEAR



1

TURBO RACER

£24.99

This eight inches of pure racing fun has a programmable button function to optimise control of your beast. There are spring-loaded analogue pedals, analogue action buttons and easily-reachable buttons on the wheel for stressful situations. For added realism, there's built-in vibration motors and a desk clamp to keep the darn thing in place. Rubber handgrips make tight-grip steering pretty comfortable, plus adjustable steering sensitivity means you can custom set-up this wheel to suit your individual needs. A wheel you set your demands on, not the other way around. Quality.

PRICE:	£24.99
OUT:	NOW
CONTACT:	www.bigbeninteractive.co.uk

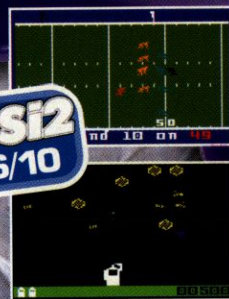
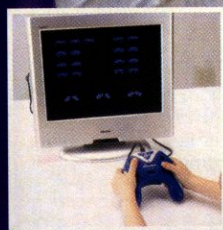
PSi2
9/10

INTELLIVISION

£29.99

Retro gaming is the ultimate gaming let-down. Revisiting the games that first got you hooked on videogames is a pretty bad idea. However, negativity aside, this is a cheap way to revisit some utter classic (and some crap) games you may have grown up with (if you're around 35 and used to own an Intellivision console). Games include Astromash, Night Stalker and Space Armada. You can either buy the unit with ten preloaded games for £14.99, or the one with 25 games for £29.99. Probably for the hardcore retro fan only.

PRICE: £29.99
OUT: Now
CONTACT: www.intellivision.com



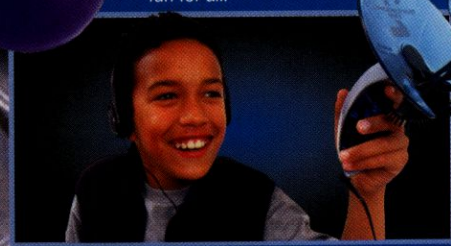
FUN AND GAMES

LIFE'S SHORT SO MAKE IT FUN WITH THIS LOT...



MICHAEL OWEN'S TALK PRO FOOTBALL

£16.99 • [Vivid Imaginations](http://www.vividimaginations.co.uk)
Remember Swing Ball? Well, this is pretty-much the same premise, but with a footie (you supply your own) and a voice to comment on your progress. Fill the base with water and battle against a friend. Footie fun for all.



SPORTSBOARD

£39.99

Thrustmaster was onto something with its debut peripheral, but 4-Gamers takes it a step further by making the technology work better. The Sportsboard has been designed to bring the excitement and adrenaline of snowboarding and skateboarding into your hovel. By plugging in your existing controller, you can control all the functions and tricks in your favourite boarding games. The two action buttons on the top of the board are fully programmable. Not as accurate as just using a controller, but certainly a barrel of laughs. Especially when you have two, with a mate in competition with you.

PRICE: £39.99
OUT: NOW
CONTACT: www.bigbeninteractive.co.uk



SUPER SONIC EAR

(£20 approx) • www.codejunkies.co.uk
Spy stuff sells well these days. Press the microphone cup to a window to hear what's going on outside. Pivot the sound disk to zoom in on the sounds you want to hear. Includes headphones.



SOUNDSTATION 5.1

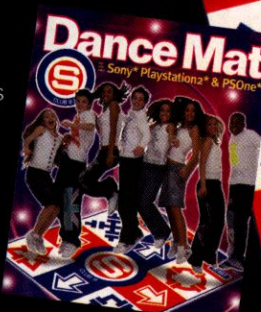
£149.99 • www.spectravideo.co.uk
Incorporates a true Dolby Digital decoder and six powerful surround sound speakers. A powerful set up to emphasise your gameplay, with crystal-clear sounds. Especially if you set up the six satellite speakers properly.



S-CLUB 8 DANCE MAT

£19.99

If you didn't know, S-Club Juniors became S-Club 8 in April 2003 following S-Club 2's departure (see you soon Rach). I'm sure that fact utterly fascinates you, and here's another one - they've got their very own dance mat for the PS2. Apparently this works with any dance game, but matches up brand-wise with S-Club 8's future products, including a Karaoke game, released later this year. This licensed mat is pretty decent, and has the brat-pack's branding all over it. Bless 'em.



PRICE: £19.99
OUT: Now
CONTACT: www.venom.co.uk

PSi2 6/10

4



MCDONALD'S MCFLURRY MAKER

(£20 approx) • www.iwantoneofthose.com
If you're in love with McFlurries but don't want to appear to be a lard-arse by going in ten times a day, this could be for you. Simply pop the ice cream in the top and crank the handle for smooth ice cream. Add your own toppings. Mmmmm...



CODEJUNKIES DIRECT

SEPTEMBER 2003 *edition*

FOR ALL YOUR GAMING NEEDS!

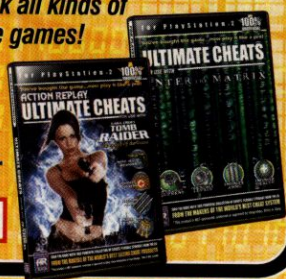
ULTIMATE CHEATS™

Buy 2 Get 1 FREE

Even the odds and unlock all kinds of goodies in your favourite games!

NEW for
Tomb Raider: Angel of Darkness™

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Page 8

POWERBOARD™

Are you still entering new game titles, code descriptions and cheat codes into your Action Replay™ cheat system using a PS2® game controller?

Then why not speed up your code entry with a USB keyboard that's specifically designed for your Action Replay™? Entering the latest codes is now easier than ever. Simply connect the keyboard to the USB port on the front of your PlayStation®2 and start typing!

Powerboard™ can literally cut in half the time it takes to enter new codes.

Summary of features:

- The only keyboard available for PlayStation®2
- Designed exclusively for use with Action Replay™ cheat code system
- Includes "shortcut" keys for popular Action Replay™ commands
- Compatible with all PS2® games with keyboard support
- Complete computer-style keyboard including function keys and number pad
- 100% PlayStation®2 compatible

ONLY £19.99

FREEPLAY™



ONLY £19.99 See page 4 for details

USB HUB™



ONLY £19.99 See page 3 for details

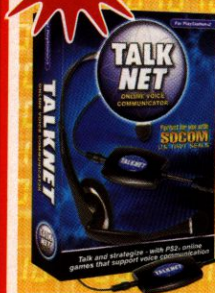
X-DRIVE™

See page 3 for details



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NEW! DON'T JUST PLAY THE GAME



LIVE IT!

Chat and strategise in online PS2® games like **SOCOM: US Navy Seals!**

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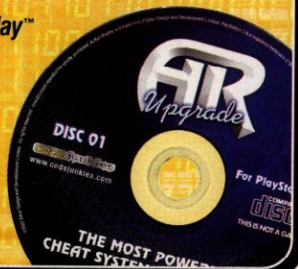
Page 6

TAKE YOUR ACTION REPLAY™ TO THE NEXT LEVEL

Upgrade your Action Replay™ with all the latest cheats, including **Enter The Matrix™** and **Splinter Cell™**

LATEST CODES... LATEST FEATURES!

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Page 1

See page 6 for details

COMING SOON! **ACTION REPLAY MAX**

Go online with **NEW Action Replay™ MAX**

FREE POSTAGE & PACKAGING ON ALL ORDERS*
*UK MAINLAND ORDERS ONLY



PLEASE NOTE:

This disc requires any existing version of Action Replay™ for PlayStation2 – it will NOT function without your original Action Replay™ card being present.

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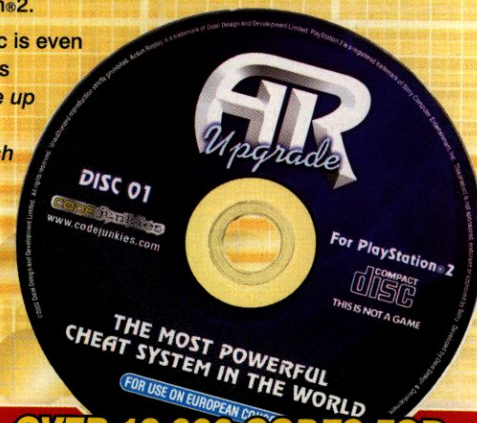
ACTION REPLAY™ UPGRADE DISC

Action Replay Upgrade includes codes for all the latest and greatest titles!

Order Action Replay™ Upgrade today and you'll be sent the very latest version, including cheats for every PlayStation®2 game we've created codes for. This upgrade is available to **EVERYONE** who owns **ANY** version of Action Replay™ for PlayStation®2.

If you have the older Action Replay 2™ then this disc is even better value still, giving you all of the latest version's superior features including memory manager - save up to 10 times more data onto any memory card - and DVD Region X™ - play import DVD movies and watch any DVD movie on your PS2® via SCART/RGB, without green screen.

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for PlayStation®2

★★★★★
Stuff
FOR MEN

2

ACTION REPLAY™

Action Replay™ is quite simply the most powerful cheat code system available. Just imagine infinite lives, energy, ammo and much much more. Action Replay™ gives you all the power you need to beat any game.

Straight out of the box Action Replay™ contains thousands of 100% unofficial gamebusting enhancements that will change your gaming experience forever!

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Not only is Action Replay™ crammed with all the codes you could ever want for the latest and greatest games, it can also be easily updated with new codes which you can save using Action Replay's™ own special code card.

With Action Replay™ you can access unique multimedia functions that turn your PlayStation®2 into a powerful home entertainment system. Play import DVD movies on your PlayStation®2; watch any DVD movie via high quality RGB/SCART; and free up to 10 times more space on any PS2® memory card using Action Replay's™ proprietary "Crusher" technology.



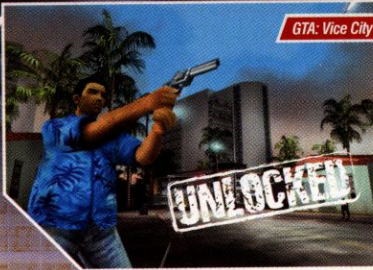
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UNBEATABLE BUNDLE OFFER

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CODEJUNKIES DIRECT

We constantly update Action Replay™ with brand new codes for the latest games...

...so when you buy from **Codejunkies Direct** you're always guaranteed the very latest version.



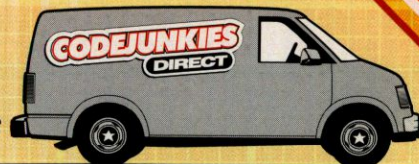
WWW.
CODE JUNKIES
.com

www.codejunkies.com

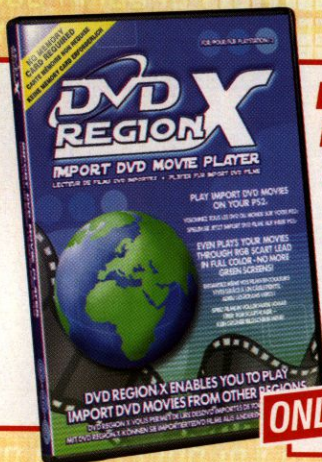
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SELLER**

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- Infra-red DVD movie remote controller for PS2®.
- Watch your movies in comfort cable-free!
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The ultimate movie solution for PS2®, with a DVD remote control to play movies from all regions and in full colour via RGB/SCART.

- Plays DVD movies from any region out of the box - no hardware modification required.
- Swap between controller mode and remote control mode.
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X-DRIVE™



Using the power of Zip technology, X-Drive 100mb means an end to conventional high cost, low-capacity memory card storage.

- Each Zip disk (not included) has the storage capacity of TEN standard memory cards!
- Special software for your PS2® is included so you can compress your game saves so they take up even less space.

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NORMAL RRP £99.99

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£40**



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- Plug up to 4 USB devices into one USB slot.
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- Includes AC power adaptor.

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POWERFUL PERIPHERALS

4



MEGA MEMORY 16™

Mega Memory 16™ already has a massive 16 megabytes of uncompressed memory straight out of the box. Incredibly, Mega Memory's™ advanced software allows you to store even more data still. Using Datel's proprietary "Crusher" technology, you can compress your game saves, giving you to 80 megabytes of storage space on your Mega Memory 16™ card! **That's 10 times the capacity of a standard PS2® card.**

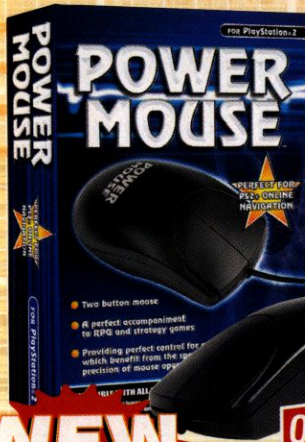
Memory Manager™ also allows you to load, save, copy and delete multiple files with ease. It's also compatible with any standard PlayStation®2 memory card, so you can even "crush" files on your other memory cards, freeing up more valuable space.

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MEGA MEMORY MANAGER™

Compress game saves on any PS2® memory card using this amazing disc - FREE when you buy any Mega Memory card from Codejunkies.

ONLY £9.99



POWER MOUSE™

The first ever mouse for PlayStation®2! This ergonomically designed mouse provides perfect control for those games where a standard controller simply doesn't provide the speed and precision of mouse operation.

- 2 button mouse
- Perfect for PS2 online operation
- Black casing to match PS2 console
- Ideal for RPG and strategy games

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MEGA MEMORY 8™

With Mega Memory 8™ you can store up to 80 megabytes of game save data!

- 8MB of true and uncompressed, super-secure memory
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FREEPLAY™

Turn your existing PS2® controller into a wireless, infra-red joypad by plugging it into the FreePlay™ adaptor.

- Belt clip for easy use
- Range of more than 10ft
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- Doubles as a DVD remote controller.
- Includes AC adaptor/recharger.

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GameStudio™ is a revolutionary Game Boy® Color emulator for PS2®. Play any Game Boy® Color, Pocket or Classic cartridge in full colour, with glorious sound, on your TV screen!

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- Includes 8 FREE Game Boy® Color games to get you started.
- In-built Action Replay™ lets you cheat on Game Boy® games.

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TAKE YOUR PS2 ONLINE



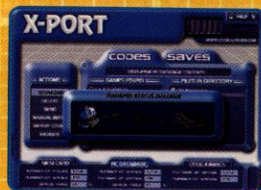
X-PORT™

X-Port™ is the revolutionary way to transfer game saves from your PlayStation®2 and store them on your PC. Now you can exchange game saves with anyone, anywhere via the internet!*

With X-Port™ you can swap the new skate parks you built in Tony Hawk's Pro Skater™; exchange high speed replays from Gran Turismo Concept™; acquire new teams for Pro Evolution Soccer™; swap songs you've created using MTV Music Generator™; Tekken 4™ characters; Yabasic™ programs; the list is endless!

The fun doesn't stop there...

Visit www.codejunkies.com and you'll gain access to a huge, constantly growing library of game save cheats made exclusively for X-Port™. Download these files direct to any PS2® memory card using the USB cable supplied to access all levels, characters and vehicles with powerful cheats.



Download game save cheats



Transfer files between your PS2® and PC

**SWAP YOUR LEVELS,
CHARACTERS, REPLAYS,
HIGH SCORES AND MORE
VIA THE INTERNET**

**SAVE
£20
special offer!!!**

when you buy
Action Replay™, X-Port™
and Powerboard™ together!

Looking to buy the ultimate cheat system and save money at the same time? Then look no further than the XtremePak™, which features the world's best-selling cheat code system - Action Replay™, X-Port™ (see above) and a full-size USB keyboard for entering new codes quickly!



GOT AN ACTION REPLAY?

If you own an Action Replay (available separately), then X-Port™ will save you a lot of time. Simply download the latest Action Replay™ code list in its entirety direct to your cheat system using X-Port™ no more entering new codes by hand!



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TalkNet is a headset that allows you to chat, challenge, strategise and taunt - in real time - during online PS2® gameplay.



Encourage team mates and trash your opponents in the lobby rooms of the coolest online games, ahead of the showdown. Build your reputation as the baddest PS2® player on the planet! TalkNet™ gives you the ability to talk with other gamers around the globe.

TalkNet™ is easy to use - it simply plugs into the USB port of your PS2®. Check your online-enabled game packaging to see that voice communication features are supported.

Note: TalkNet™ requires an existing broadband network connection.

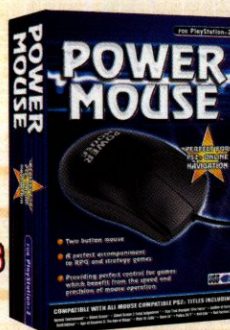
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PERFECT FOR USE WITH SOCOM: US NAVY SEALS™!



ONLY £19.99



POWER MOUSE™
See page 4 for details

ONLY £9.99



ONLY £29.99

PRE-ORDER NOW!

Action Replay MAX™ is the revolutionary new cheat code system from Datel which will change the way you play your games forever. With MAX™ you can download the latest cheat codes direct to your broadband-enabled PlayStation®2. Plus MAX's™ all-new user interface makes it simple to tweak and modify all kind of settings in your PS2® games.

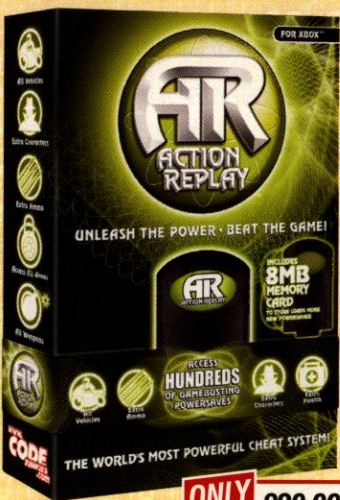


AVAILABLE SEPTEMBER 2003

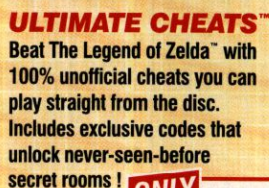
MOVE UP TO THE MAX

If you already own any version of Action Replay for PlayStation®2, visit www.gimmemax.com to find out how you can upgrade to Action Replay MAX™ for only £9.99.





The world's only cheat code system for GameCube™ is packed with codes for the latest and greatest games, and it's easy to update with new cheats and enhancements for the latest games. That's not all - GameCube™ Action Replay™ even gives you the power to play import games from Japan and the USA.



secret rooms ! **ONLY** £9.99

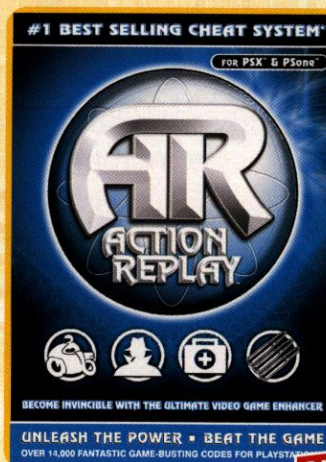


ONLY **£19.99**



The UK's best selling cheat cartridge for Game Boy Advance/SP. Give yourself infinite health and ammo at the press of a button! Easy to update with new cheat codes. Action Replay™ comes equipped with an optional USB link cable to allow connection to the web via any internet enabled PC.

ONLY £19.99



Action Replay™ is a mega powerful CD containing over 14,000 playable cheat codes for PSone® games, and it's updateable with new codes for the latest games. It will even bust open PSone® games on a PlayStation®2.

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ACTION REPLAY ULTIMATE CHEATS

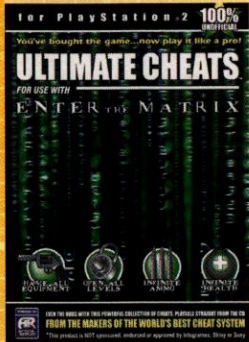
Using Ultimate Cheats™ you can activate totally unauthorised **playable cheats** so you can do things that even the game's programmers never anticipated. Just load up the disc and select your cheats on-screen!

3 FOR 2 OFFER

**BUY ANY 2 ULTIMATE CHEATS
AND GET THE 3RD ONE FREE!**

MUST BE 3 DIFFERENT TITLES, SUBJECT TO AVAILABILITY

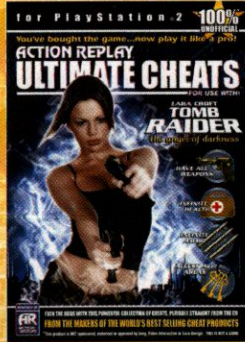
NEW ENTER THE MATRIX™



With codes like Infinite Health, Infinite Ammo and Disable Artificial Intelligence you can even the odds in this great game. Or maybe you've finished the game and want more of a challenge? No problem! Add replayability by enabling Slow Motion or Everybody Has Rapid Fire codes.

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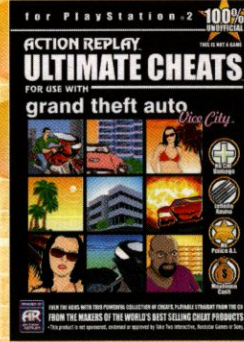
NEW TOMB RAIDER: ANGEL OF DARKNESS™



Use Ultimate Cheats™ to tweak and modify just about every aspect of this stunning game! Now you can complete dangerous missions with the greatest of ease, thanks to the totally unauthorised cheat codes and game enhancements on this powerful yet easy-to-use disc.

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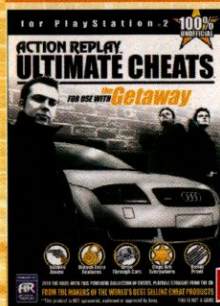
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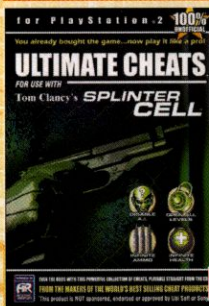
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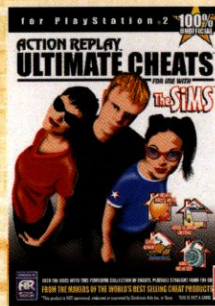
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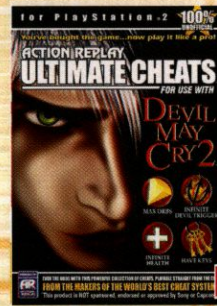
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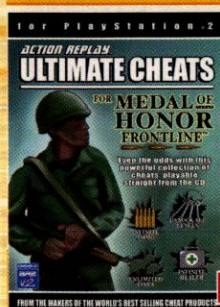
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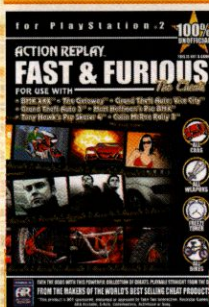
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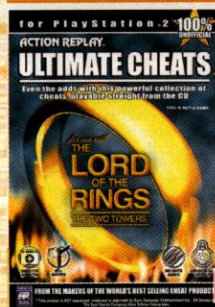
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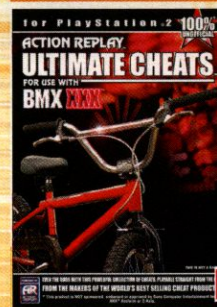
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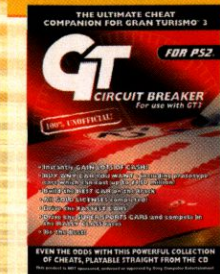
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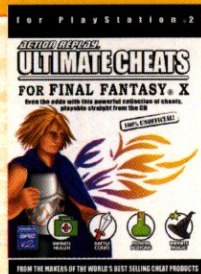
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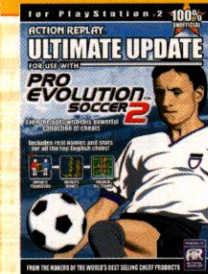
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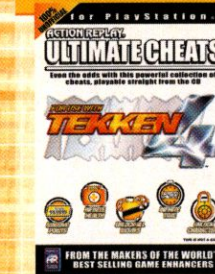
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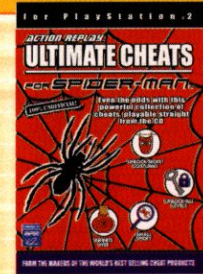
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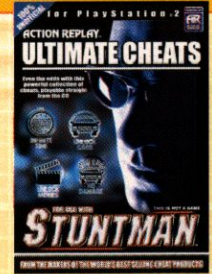
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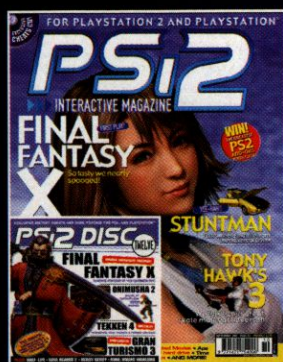
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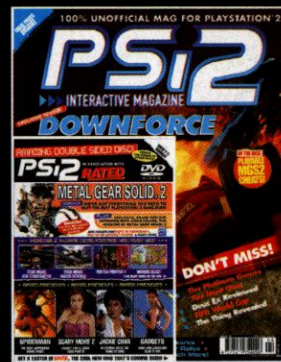
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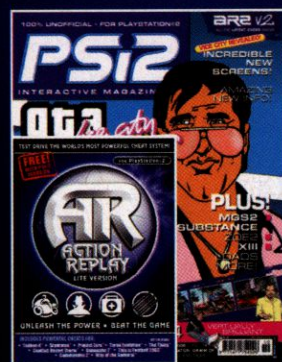
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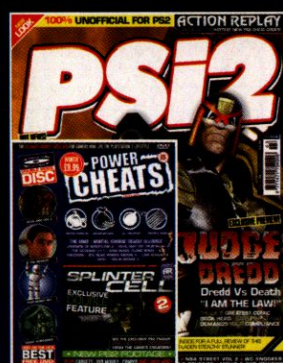
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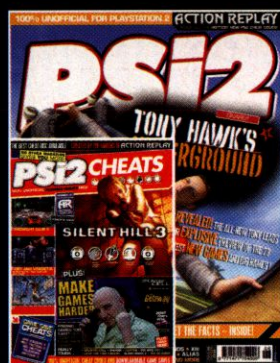
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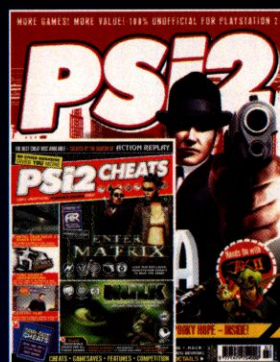
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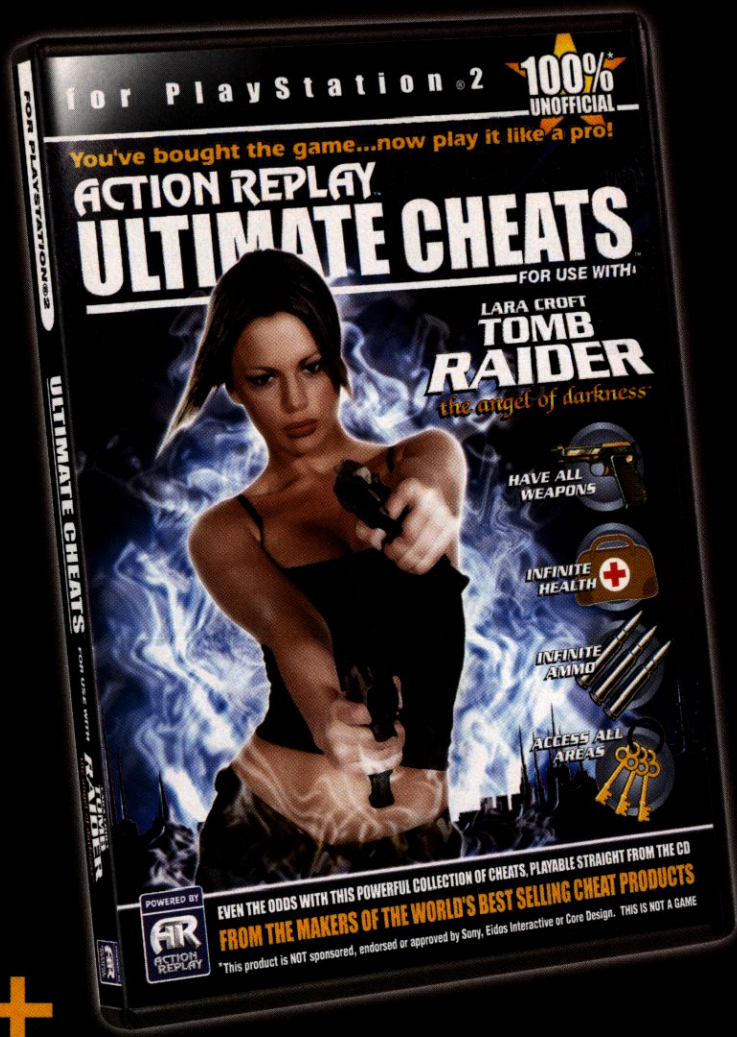
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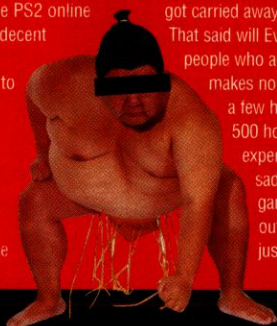


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NINJAFATMAN'S ONLINE ADVENTURES

Mr Brook's crafty cheat to let us look at any webpage (see News, page 9) opens things up a good deal for anybody who wants to surf the web using their PlayStation2. Previously we've been limited to Sony's Central Station web portal, but now the whole scary world of the Internet is just out their waiting for us to explore. In the hiatus between the launch of the PS2 online service and the arrival of more decent games after the summer this should give us all more reason to stay true to the PS2. Martin Brook should be applauded.

In other news the editor of this esteemed publication has gone all moist at the thought of EverQuest. I always suspected he



was something of an obsessive geek and this is yet more evidence. Elves and Orcs may not be everyone's cup of herb soup but I have been fortunate enough to spend some time playing the American version and it is strangely compelling. I'm not sure I'd tell my hip groovy friends that my new name is Threepwood Longtrousers, but I just got carried away with the whole fantasy business. That said will EverQuest have any real appeal to people who actually have lives? Sure, Sony makes noises about being able to dip in for a few hours here and there but if it takes 500 hours (!) to get to the top experience level there will be a lot of sad lonely people out there come the game's launch in September. Watch out for the girls too, they're usually just men pretending.

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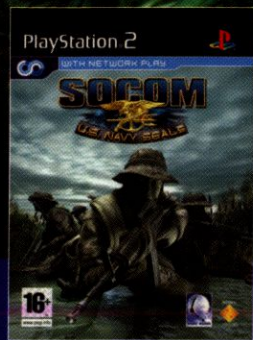
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